THE BEST SOURCE OF C64 INFO IN THE UNIVERSE!

COMMODORE FORMAT

If you've got a C64 then get this

ISSUE 51 ● £2.95 ● DECEMBER 1994

Mega PD explosion! See p.14 for details!

CHECK THIS OUT

NO FAT OR GRISTLE: GUARANTEED!

STEG

GLORIOUS SLUG-'EM-UP ACTION!

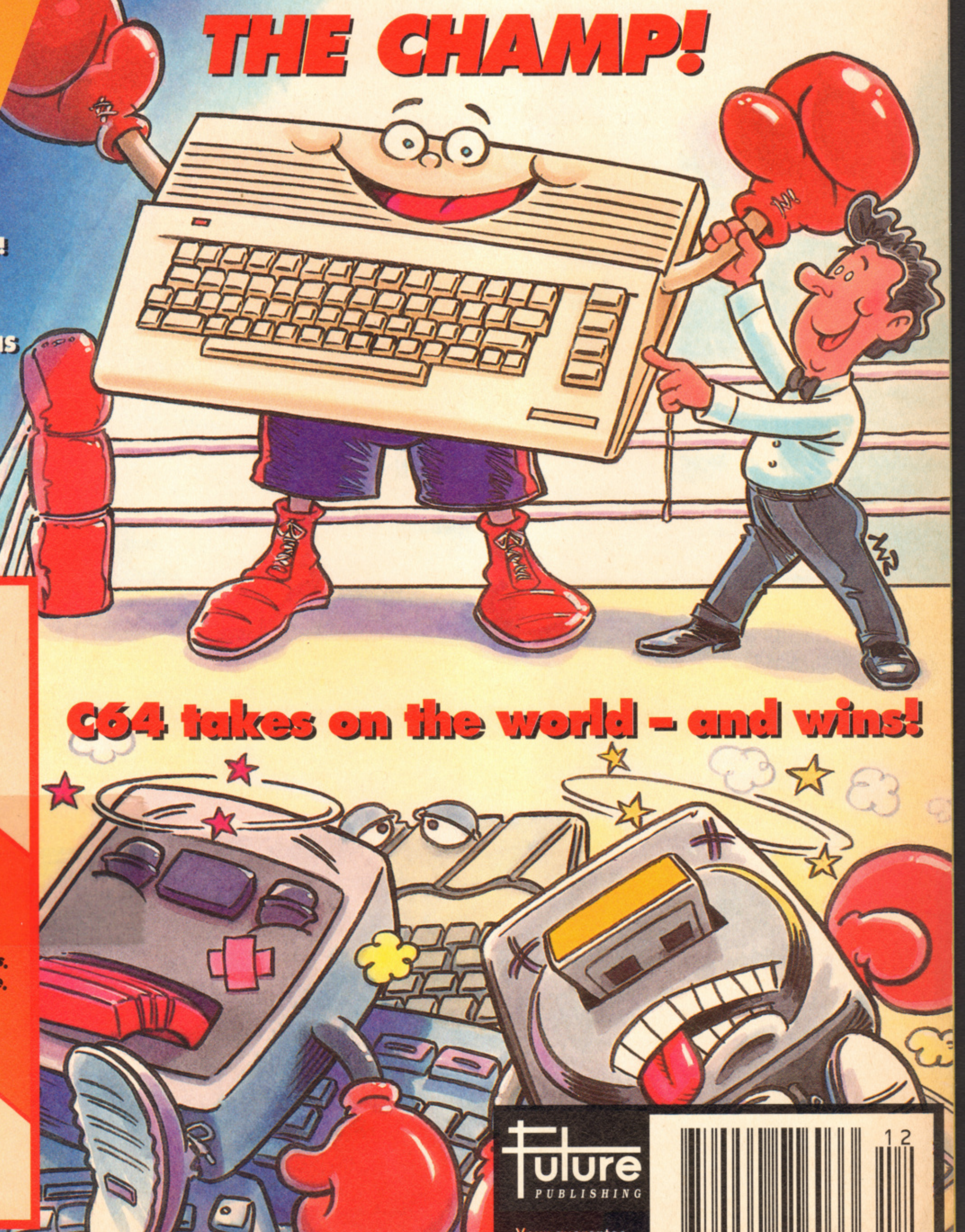
DEADLINE

THRILLING PLAYABLE DEMO OF THIS SPECTACULAR DEFENDER CLONE!

MULTIHACK!

CHEAT LIKE A PROFESSIONAL!

THE CHAMP!



C64 takes on the world – and wins!

When you buy this magazine from the newsagent's you shouldn't be able to read this. If you can, then someone's swiped the covertape. Ask your newsagent for a replacement.

Tape to disk SMART! Turn to p.5

PLUS Previews of Amorphous and Mega Force!

Future PUBLISHING
Your guarantee of value

COMMODORE
FORMAT

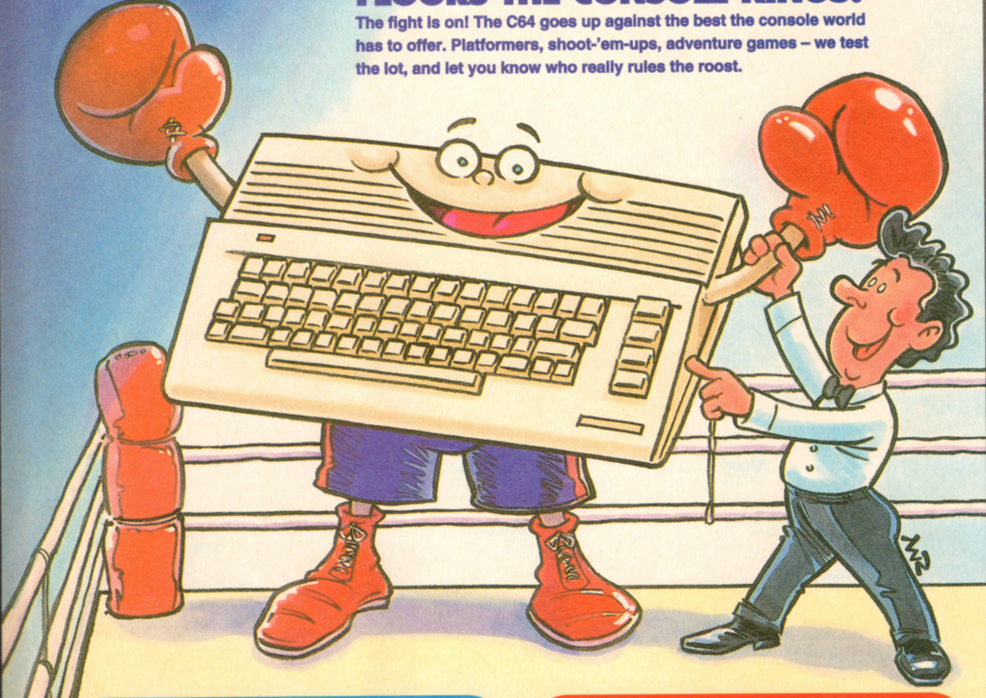
Welcome to another fantablious issue of the world's best selling Commodore magazine...

CONTENTS

ISSUE 50 • NOVEMBER 1994

18 THE CHAMP! THE C64 FLOORS THE CONSOLE KINGS!

The fight is on! The C64 goes up against the best the console world has to offer. Platformers, shoot-'em-ups, adventure games – we test the lot, and let you know who really rules the roost.



SPECIAL FEATURES

18 GAMES FEATURE: THE C64 – SIMPLY THE BEST?

We asked the SNES and Mega Drive to show us what they're made of – then tried desperately not to laugh!

GAMES

11 PREVIEW: AMORPHOUS

How can we describe this? A mazey guide-'em-up? A morph and tile affair? Or just plain weird?

11 PREVIEW: MEGA FORCE

Mirror, signal, and then plow someone down in this smart new tank blaster.

14 PD FORMAT

All the latest news from the PD scene, plus reviews of World of Code, World of Code 2 and Comalight 12 – it's all happening, you know.

6 GAMEBUSTERS

This month we give Dizzy the run around with our extensive player's guide. Plus all the usual listings, tips, codes and hints for gaming desperadoes.

SERIOUS STUFF

21 TECHIE TIPS

We invited Stephen Hawking to host this section this month, but he turned us down. Wonder why.

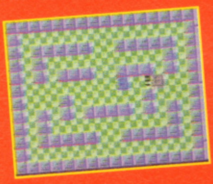
REGULARS

3 LETTERS
10 BACK ISSUES
16 READER ADS

11 GAME PREVIEW: AMORPHOUS

After slithering around with Steg the Slug, how about morphing with Morphe? Paul Kubiszyn's new guide-'em-up gets the full preview treatment here.

11 GAME PREVIEW: MEGA FORCE



Steer your tank through a hostile maze and blast your pals so only their dentists recognise them! Tim Norris travels to Tienaman Square to preview Paul Kubiszyn's latest two-player offering!

5 ON THE POWERPACK...

Steg

STEG

It's just what we've all been waiting for – a slug for a superstar. Steg is the slithery chap's name, and it's his job to slime his way round spikes and fire to bring home enough nosh for his family of sluglets. Just watch out for the salt, okay?

DEADLINE DEMO

There's plenty of blastastic action to be had here with this demo of an updated Defender clone.

Deadline

MULTIHACK

Cheat like a pro with this assortment of fantastic cheats for games by CodeMasters, Mastertronic and Zeppelin.

COMMODORE FORMAT
STEG THE SLUG
POWER PACK
DEADLINE
PLUS TECHIE TIPS & MULTIHACK

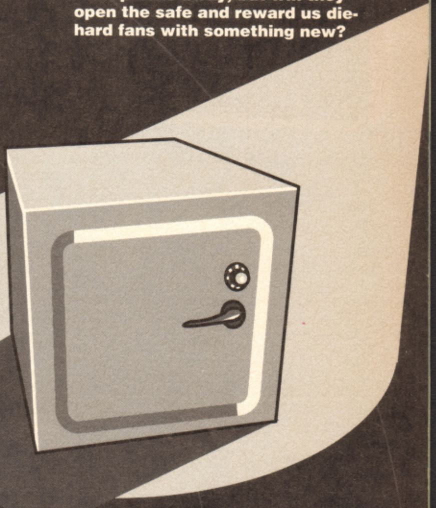
6 GAMEBUSTERS

Four pages of tips, guides and pokes, including the complete solution to Fantasy World Dizzy, hints and codes for Lemmings, plus the answers to your SOS problems...

Complete guide to Fantasy World Dizzy.

TURN TO PAGE 5 FOR THE FULL COVERTAPE BRIEFING...

THE MIGHTY BRAIN



Software houses have locked their profits away, but will they open the safe and reward us die-hard fans with something new?

Here he is again, the mightiest brain in the universe, just waiting to put your mind at rest about all those niggling little C64 worries, not to mention giving you the chance to make your opinion heard.

FLAG-WAVING

Dear TMB,

Although your attempts to keep the flag flying for the C64 are to be applauded, I do feel at times that you are preaching to the converted.

Take the cover feature in issue 49 on what we could buy for £64, for example. It was a GREAT article, but don't you think that Future Publishing should also be placing this sort of article in their other magazines such as *Amiga Format* or *Sega Power*?

A lot of people think that piracy caused software houses to stop production of games for the C64. That may be the case up to a point, but I don't see any reduction in games being produced for the Amiga and that computer must have suffered more than most because of piracy. Go to any car boot sale and you will find at least one stall selling copied games. It saddens the heart.

Profit is the main reason for software houses abandoning the C64 (and who can blame them?). Take Ocean, for example, now producing for all consoles while the C64 doesn't get a look in. They've come a long way since their C64 days, and that is precisely my point. They must be making healthy profits and it's about time they used some of that money to reward the die-hard C64 fans who made them what they are today. And there are plenty of other software houses out there who fit into the same category.

R Bowen, Nottingham

Dave did, in fact, try to sell the article to *Sega Power* and *Amiga Format* (and indeed every other Future Mag including *Cycling Plus* and *Needlecraft* – he's got a bit of a cash flow problem at the moment, I would think). But, strangely, he had no success.

While your idea about software companies 'rewarding' the C64 sounds fair enough, it's unlikely. As you infer yourself, it just isn't profitable. **TMB**

BITS'N'PIECES

- **The *City Bomber* demo on the Power Pack was dead easy. Who on the mag completed it first.**
Edmund Clarke, Banham

That all depends on whether you include Captain Stem, who played it for a whole four months before Jon Wells had actually written it. He will have been playing it first, according to infra-temporal verbology. If you don't include our time-travelling pal, or Jon Wells (the sarcastic answer I expect most of you were expecting) then it was, of course, me. **TMB**

- **Did any software company make a game version of the '70's SF series *Blake's 7*, and if not why not?**
PJ O'Brien, Dungarvan, Eire

No. Because it was rubbish. **TMB**

- **A friend of mine told me that Commodore has been sold and the people who bought it are going to relaunch the C64 for £80.**
Rowan Veale, Blairgowrie

Is your friend prone to delusion? **TMB**

- **Why don't you put a poster in the middle pages?**
PJ O'Brien, Dungarven, Eire

Because that'd leave us only about three pages left for articles. **TMB**

Has Commodore been sold? Have elephants got wings?

CHEAT-FINDING

Dear Sir TMB,

I have just received issue 49 of *Commodore Format* and thought all the games were very good. When we were playing the demo of *Penguin Towers* I found a cheat – by pressing E you can skip levels. I hope you print this cheat.

Jon Undecipherable Squiggle, Woking

I have printed your cheat. Even though you sent it to the wrong section. It should really have gone to Gamebusters. But I'm in a good mood. And now that Frames isn't on the mag, I need someone to annoy, and it might as well be Andy. Hah. **TMB**

LANGUAGE-LEARNING

Dear TMB,

If I want to learn how to program would I be better off learning BASIC or Machine Code?

Simon Hillam, Gainsborough

TECHIE TIPS

Ah, another letter to the wrong department. Don't you ever get as far as Techie Tips? Ho hum. I seem to be doing everybody's job for them this month. I

THE 64 SOAPBOX

MAKE YOURSELF HEARD

If you've got something to say, then TMB's letter page is the place to get your opinions heard. Write to: The Mighty Brain, *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

know they're cutting costs but this is just plain ridiculous.

Anyway, in answer to your question, it depends. If you are completely new to programming, then BASIC is a good basis to start from. But if you already know the concepts of programming, and you're impatient to write fast, powerful programs, then you might be able to fathom out Machine Code. It's certainly the more useful of the two. **TMB**

TAPE-DERIDING

Dear TMB,
I've just loaded up some Power Packs for the first time ever. You say you're supporting the C64? What do you call Sub-Burner? (Er, Sub-Burner – TMB.)

Ratings out of 10 for the games:

Sub-Burner	**3**
Skulz	**6**
Pud and Dawsey	**0**
Chaos Road	**2**
Carnage	**0**
Repton 3	**8**
Mayhem Pipeland Demo	**10**
Bonecruncher	**8**
Legend of Sinbad	**4**
Reaxion	**0**
City Bomber	**9**
Tilt	**0**
Wizard's Pet	**4**
Repel	**2**
Penguin Towers Demo	**8**
Fantasy World Dizzy	**10**

Luke Croll, Sheerness

Well, at least you liked Repton 3, which everybody else hated. There's no accounting for taste. **TMB**

FENCE-SITTING

Dear TMB,
Why do we need to defend our C64s against consoles? Your article in CF49 showing the link between past and present shoot-'em-ups was very interesting. I do not feel, however, that we need to engage each other in combat over whose machine is best.

Friends who snigger at what you own and praise their material goods are NOT friends.

A month ago I decided to once again buy a C64 after a three year stint without one. I picked it up for £60 in absolutely tip-top condition with a disk drive and other extras.

I had considered buying a SNES after playing on a friend's and tuning into the scene via *Total!* and *Super Play* magazines.

As you pointed out in the article, if you strip a lot of the new games down you effectively have old games souped up.

In some cases, this isn't such a bad thing in my opinion, as when an old game is revamped it can benefit from clearer graphics and fluid movement. *Zelda, Super Metroid, Kirby's Pinball, Mario Kart, Street Fighter 2* – all examples of quality software.

The consoles do take graphics a step further than the old 8-bits, but that does not make me feel that my C64 is inferior or washed out. The C64 is a classic machine in its own right.

Anyway, to sum up, may I just say that we should be happy with what we have and be happy for those who choose to differ.
Simon Reece, Bristol

Have you ever thought of being a politician? **TMB**

FALSELY-WORRYING

Dear Mighty Brain,
A letter I received from The Electric Boys stated that they will be handling your covertape from January next year.

There's one thing that worries me. They write a lot of software themselves and there's also a vast range of software in Europe that they are trying to promote. I think this means that they are most unlikely to feature any previously released UK software on their covertapes.

This in turn means that some of the best software ever written in the UK for the C64 will not be included on future tapes.
AG McLellan, Folkestone

Don't worry about the Power Packs becoming an EBES advert. The Electric Boys are only doing the tape mastering. Dave, although he has left the mag, will still be deciding what's going on the tape. And although some European software might make its way onto future tapes, Dave is still committed to digging out as much classic software as possible. **TMB**

APOLOGIES APEX

Our sincerest apologies to Apex, who were deeply offended by the intro sequence to the Heavenbound demo on last month's Power Pack. We regret any offence caused. And that pink elephant had better watch out, because you never know when Mayhem might decide to get his revenge...

COMMODORE FORMAT

Issue 51
December 1994
You won't believe it!

Editorial & Advertising Offices:
Commodore Format, Future Publishing Ltd,
30 Monmouth Street, Bath, Avon BA1 2BW.
Tel: 0225 442244
Fax: 0225 446019

CAPTAINS
Editors Tim Norris, Karen Levell

LT COMMANDER
Sales Executive Rob Bennett

ENSIGN RO
Deserter: Dave Golder

ENSIGNS
Writers: Jason Finch • Andy Roberts
Jon Wells • Russ Michaels • Keith Woods
Arty types: Mike Roberts (cover), Rob Pengilley,
Steve Fardy, Ollie Alderton
Production types: Dawn Gorman

CADETS
Production Co-ordinator Claire Booth
Ad Design Cherry Coad
Production Manager Fiona Milne
Scanners Simon Windsor, Chris Stocker, John Moore,
Jason Titley, Mark Gover
Paper Controller Fiona Deane
Group Production Manager Judith Middleton

TRIBBLES
**Receptionists: Joy • Carolyn
Cherrilyn • Carey • Jacki**

THE BORG
Publisher Jim Douglas
Circulation Director Sue Hartley
Managing Director Greg Ingham

***Commodore Format* is brought to you from the corner of the Sega Power Office at Future Publishing, the home of: *UFG* (which is where Dave's escaped to), *.net* (sic), *GamesMaster, Super Play, Total!, Amiga Power, Amiga Shopper, Mac Format, Sega Power, Amiga Format, PC Format, ST Format, Amstrad Action, Edge, PC Gamer* and *CD-ROM Today*. Oh and some American mags too (for the moment, at least) and a couple of lifestyle things (if your lifestyle includes things like caravans or guitars, that is).**

If you want to phone us, make it a Wednesday or a Thursday, okay, otherwise you'll only get through to an annoying answerphone. By the way, we are not a techie helpline and we cannot (that's cannot, NOT will not) help you. If you want technical help write to Techie Tips (page 21) – that's what it's there for.

ADVERTISING PROBLEMS
If you have a problem, query or complaint about an advertiser in this issue then contact The *CF* Advertising Department in writing at, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. And we'll do our damnedest to help you out.

***Commodore Format* is printed in the UK by William Gibbons and Sons.**

All material © Future Publishing 1994

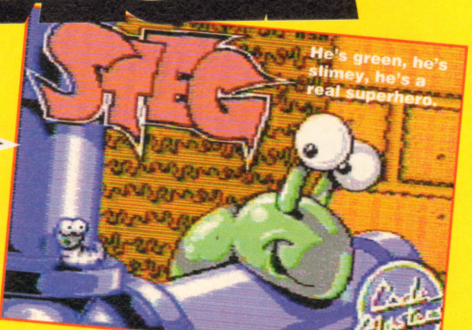
Karen would like to thank: Everyone who helped me settle in – especially Dave Golder and Tim Norris. Plus special thanks to Alex, Catherine, Emma and Mark – you know why.
Tim would like to thank: REM (great new album). Jack Law (cute baby). Dave Golder (top geezer). CF (fab mag). Violet Berlin (and your new finger nails). Digitiser (best thing on Teletext).

CF52 ON SALE SOME TIME SOON – PROBABLY

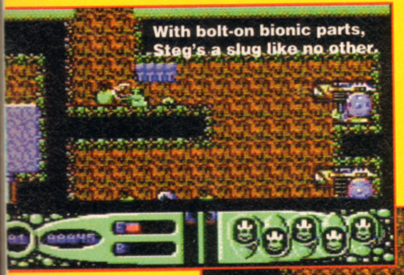
POWER PACK

Dave Golder takes a stroll around the covertape and finds a superhero...

STEG


He's green, he's slimey, he's a real superhero.

Just what the world has been waiting for – a slug for a hero. Or maybe not. Steg has to look after his family of little sluggy things. To do this he must feed them. You control Steg by making him slither around the walls – being a slug he sticks happily to any surface (as long as it's not covered in salt). Steg can also blow bubbles. It is by doing this that he captures the grubs which he needs to feed his family. To catch a grub, Steg must blow a bubble so that it traps the little grubby thing. The bubble then floats upwards. And the problems start. The bubbles are very fragile, so you need to guide them past the spikes, glass and fire with nudges or a quick blow. Littered around the cave are bellows and blowing devices. When activated, these will push the bubbles away from them. Work out the activation and deactivation switches to help you. There are also bionic parts lying around some levels which Steg can bolt on to help him out.


With bolt-on bionic parts, Steg's a slug like no other.

Grubs for dinner – mm, tasty.

STEG CONTROLS

Blow bubble about	• press Space and release Fire
Create bubble	• press and hold Space
Drop bionic parts	• press Return
Slither/fly up	• joystick up/Q
Slither/fly down	• joystick down/A
Slither/fly left	• joystick left/O
Slither/fly right	• joystick right/P
Jump (bionic legs)	• joystick up/Q
Duck (bionic legs)	• joystick down/A
Pause	• press Run/Stop
Kill awake babies	• press F1

NO LOAD ZONE

CF
2
POWERPACK
tape

If you're having trouble loading this month's Power Pack then plonk the duff tape in a jiffy bag, slip in a tape-sized SAE, seal it up and send it to: *CF*50 Tape Replacement Service, Ablex Audio Video Ltd., Harcourt Halesfield 14, Telford, Shropshire.

TAPE TO DISK

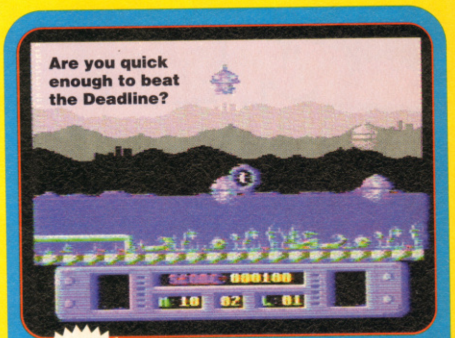
This month's Power Pack is also available on disk. To get the disk version simply cut out the token on the tape inlay card, write your name and full address on a piece of paper, pop 'em in an envelope with a cheque or postal order, made out to Ablex Audio Video, for £1.50 (to cover duplication costs) and send it to: CF51 Tape To Disk, Ablex Audio Video Ltd, Harcourt Halesfield 14, Telford, Shropshire TF7 4QD.

THE MULTIHACK

This is a huge, no, enormous, gargantuan collection of cheats, designed specifically to work with budget or re-release games by CodeMasters, Mastertronic and Zeppelin – although there are a few cheats for games by Hi-Tec, Firebird and Hit Squad.

The program itself is very simple to use. Plug a joystick into Port 2, then use it to scroll through the list of games. When the game you want a cheat for is highlighted, simply press FIRE to select it, then insert the game cassette, rewind if necessary, and hit the Space bar. Now press play on the cassette recorder, and the game will load the relevant cheats.

The program covers 140 games, with hundreds of different cheats and effects. So dig out that old collection of software and prepare to indulge in the cheat experience of a lifetime.


Are you quick enough to beat the Deadline?

GAME DEMO

DEADLINE

We first previewed this way back in CF45 and finally it's on the verge of release from Visualize Software. It's an updated Defender clone that moves like the clappers. Whatever clappers are.

This demo should give you a great taste of what's to come. The instructions are on the actual demo itself (which is very handy for us, with our now slimline, not-much-room Power Pack page layout).

So what are you waiting for? Get blasting.

No time to look at the scenery...

If all this feels strangely familiar, it's because Deadline is an update of Defender.

GAMEBUSTERS

Is it an egg, is it an omelette and what have crowbars got to do with it? Andy Roberts gets out his egg whisk and lines up the cheat that will beat an eggstraordinary game...

FANTASY WORLD DIZZY – THE SOLUTION

At long last, that irritating little egg has made it on to the PowerPack, so Andy thought it would be a neat idea to print a map and solution BEFORE the hundreds of begging letters arrived.

Start here for crocodiles, dragons and THAT egg.

Right, let's take it from the top: ● Drop the APPLE next to the Troll (who's hungry, but not, apparently, hungry enough to walk over and pick up the apple himself) ● Get BREAD and JUG OF WATER ● Drop jug next to fire ● LEFT ● Get BOULDER ● UP and RIGHT ● Drop bread in centre of passage (to feed the ravenous rat-type rodent that appears) ● UP ● Drop boulder.

RIGHT ● Jump crocodile and get BOULDER ● LEFT ● Drop boulder ● UP and LEFT ● Hit SWITCH ● UP ● RIGHT ● Jump UP and LEFT ● Jump UP and RIGHT ● UP ● UP ● Get BONE ● DOWN ● RIGHT ● Get KEY ● LEFT ● DOWN ● LEFT ● DOWN ● RIGHT ● Drop key and get BOULDER.

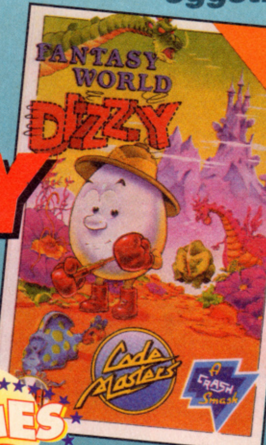
LEFT ● LEFT ● Drop bone at cave entrance and get BOULDER ● LEFT ● LEFT ● Drop both boulders in water ● RIGHT ● RIGHT ● RIGHT ● RIGHT ● Get BOULDER ● LEFT ● LEFT ● LEFT ● LEFT ● Drop boulder in water.

LEFT ● LEFT ● LEFT ● Get POTION from Dozy ● RIGHT ● RIGHT ● RIGHT ● Get KEY ● RIGHT ● RIGHT ● RIGHT ● RIGHT ● RIGHT ● RIGHT ● Drop potion next to dragon ● LEFT ● LEFT ● Get KEY ● RIGHT ● RIGHT ● RIGHT ● Get BAG (to carry more objects – can't be a bad thing, can it?).

UP and RIGHT ● RIGHT ● DOWN and LEFT ● Put keys in LIFT CONTROLS ● RIGHT ● RIGHT ● RIGHT ● RIGHT ● Get KEY ● LEFT ● LEFT ● LEFT ● LEFT ● Put key in LIFT CONTROL.

RIGHT ● UP ● LEFT ● LEFT ● Get in LIFT ● RIGHT ● UP ● Get in LIFT ● Get CROWBAR from Grand Dizzy (who's probably just returned from a bank heist in the high street) ● LEFT ● Get PICK AXE ● RIGHT ● Get in LIFT ● DOWN ● LEFT ● Get in LIFT ● RIGHT ● RIGHT ● DOWN ● RIGHT ● Get COW ● LEFT ● UP and LEFT ● LEFT ● Drop crowbar on hatch ● Fall Down.

Go LEFT ● Give cow to Shopkeeper (beef steak for dinner tonight, then) ● Get BEAN ● RIGHT ● RIGHT ● Get KEY LEFT ● DOWN ● Go UP and RIGHT ● RIGHT ● DOWN and LEFT ● Put key in LIFT CONTROL ● RIGHT ● RIGHT ● Plant bean in cow pat (it really does make the most amazing compost)



HELPFUL HINTS

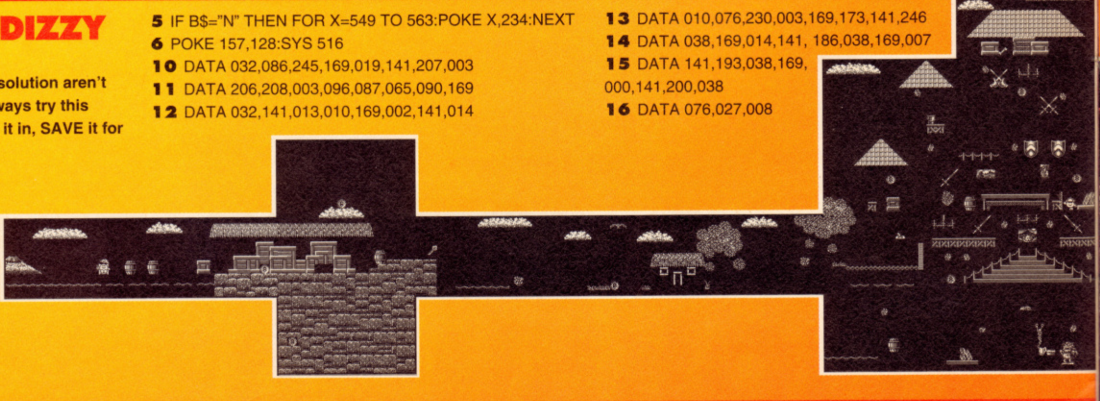
- Most of the hidden coins can be found behind railings.
- The bag allows you to carry loads and loads of objects.
- Be careful riding in lifts – it's too easy to get caught in the cogs.
- Talk to Denzil to gain a rope. This can then be dropped on the crocodile to stop it snapping.
- Some of the clouds can be jumped on, some can't, so practise and learn.

FANTASY WORLD DIZZY

(POWERPACK 49)

If our huge sprawling map and detailed solution aren't enough to help you along, you could always try this listing POKE for infinite lives – just type it in, SAVE it for future use, then RUN it.

```
0 REM FW DIZZY CHEAT BY WAZ
1 FOR X=516 TO 566:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF <> 5189 THEN PRINT "DATA
ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="N" THEN POKE 545,206
4 INPUT "INVINCIBILITY Y/N";B$
5 IF B$="N" THEN FOR X=549 TO 563:POKE X,234:NEXT
6 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,013,010,169,002,141,014
13 DATA 010,076,230,003,169,173,141,246
14 DATA 038,169,014,141, 186,038,169,007
15 DATA 141,193,038,169,
000,141,200,038
16 DATA 076,027,008
```



LEFT ● UP ● LEFT ● LEFT ● Get in LIFT ● RIGHT ● UP ● RIGHT ● Get KNOCKER ● LEFT ● DOWN ● LEFT ● Get in LIFT ● Fall DOWN and LEFT ● LEFT ● LEFT ● UP and LEFT ● UP ● RIGHT ● Jump UP and LEFT ● Jump UP and RIGHT ● UP ● Drop knocker by door to open it (why it can't just have a doorbell like any other door is never made clear).

LEFT ● Get BUCKET ● RIGHT ● DOWN ● LEFT ● DOWN ● RIGHT ● RIGHT ● RIGHT ● RIGHT ● UP and RIGHT ● RIGHT ● RIGHT ● RIGHT ● RIGHT ● Fill bucket in pool ● LEFT ● LEFT.

Drop bucket on the cow pat ● Climb up ● RIGHT ● UP ● RIGHT ● RIGHT ● Get DRAGON'S EGG (delicious scrambled with cheese and a hint of parsley served on toast made from Mighty White bread... Mmmmm) ● Fall DOWN LEFT ● DOWN ● LEFT ● LEFT ● LEFT ● LEFT ● Get in LIFT ● Drop egg on nest ● RIGHT ● Jump on left-hand ledge ● Drop pickaxe (but not on your foot because that would be rather silly, not to mention painful) ● LEFT ● Get RUG ● RIGHT ● DOWN and LEFT ● Get in LIFT ● UP ● RIGHT ● RIGHT ● Climb UP ● RIGHT ● UP ● RIGHT ● RIGHT ● RIGHT ● Drop rug next to spikes ● Jump UP and LEFT ● Jump UP and RIGHT ● Hit SWITCH ● LEFT ● RIGHT, then talk to Daisy to complete the game...

...But not quite.

You knew there'd be a catch (well we did hint at it in the instructions).

An egg's work is never done, it seems. What you have to do next is collect all 30 coins and take them to Daisy's hut to successfully complete the game.

The locations of some coins are shown on the lovingly pieced-together map at the bottom of this page but the rest of them are well hidden and you're just blimmin' well going to have to find them for yourselves.

Well, we didn't want to make it *too* easy for you , did we? And no begging letters please, they can be so embarrassing. This time, mate, you're on your own. Good luck.

Has it made you dizzy yet?

- Before you flick the switch to rescue Daisy, get the coin that's lurking underneath the table.
- To get past the Dizzy Hawk run across the screen and press fire to bring up the inventory panel when the Hawk is about to swoop. Now exit the panel and the Hawk will appear at the top of the screen – repeat as necessary.

Welcome to the Entrance Hall.

ACTION REPLAY POKES

More superbly designed and intricately crafted POKES, made especially for use with the Action Replay Cartridge (or any compatible dongle). To use them simply freeze the game, press 'E' to enter the POKEs, then press 'F3' to restart the game. A big thanks to Warren Pilkington and M. P Tweedale for sending them in.

PENGUIN TOWER DEMO
POKE 23529,189 – Infinite lives (for both players)

FANTASY WORLD DIZZY
POKE 9652,173 – Infinite Lives
POKE 9592,14
POKE 9599,7
POKE 9606,0 – Invincibility

GORDIAN TOMB
POKE 45308,173 – Infinite lives
POKE 47081,165 – Infinite time

INVADERS (PD)
POKE 28748,173 – Infinite lives

MCDONALDLAND
POKE 34849,173 – Infinite energy
POKE 41674,173 – Infinite lives

MISSION MONDAY (PD)
POKE 41355,173
POKE 61729,173 – Infinite lives

TROLLS
POKE 6348,173 – Infinite lives

GAMES TIPS

SLICKS

(CODEMASTERS)

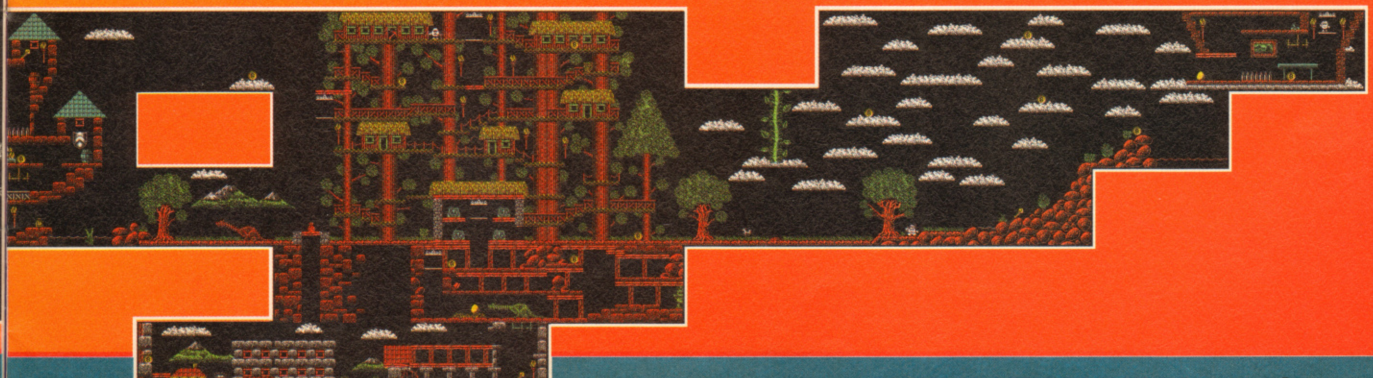
Here's a rather splendid little listing that will reward you with infinite time, no collisions, and the option of a trainer mode (ie. top speed even when off the track, plus no background collision). Note that when you RUN the listing, some data will appear on the screen – don't worry about this, everything is peachy.

Are you ready to win?

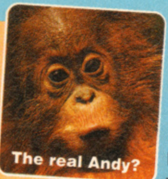
Avoid collisions and more with this neat cheat.

```
0 REM SLICKS CHEAT BY WAZ
1 FOR X=4096 TO 4185:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<> 9873 THEN PRINT "DATA
ERROR":END
3 FOR I=1 TO 3:READ
A$,W1,W2:PRINT A$;:INPUT W$(I)
4 IF W$(I)="N" THEN FOR X=W1 TO
W2:POKE X,234:NEXT X
5 NEXT I:PRINT CHR$(147);
6 FOR X=0 TO 89:POKE 1792+X,
PEEK(4096+X):NEXT:SYS1792
10 DATA
032,086,245,169,032,141,037,004
11 DATA
169,021,141,038,004,169,007,141
12 DATA
039,004,076,060,003,173,241,009
13 DATA
201,208,208,015,169,032,141,239
14 DATA
009,169,047,141,
240,009,169,007
15 DATA
141,241,009,141,
032,208,096,169
16 DATA
061,141,033,009,
169,007,141,034
17 DATA
009,141,032,208,
096,169,183,141
18 DATA
217,067,141,218,
067,141,219,067
19 DATA
169,093,141,224,153,169,006,141
20 DATA 086,155,169,093,
141,088,155,076
21 DATA 013,008
22 DATA
INFINITE TIME,
4157,4167
23 DATA
NO COLLISION,
4168,4172
24 DATA TRAINER
MODE,4173,4183
```

Here's your own bird's eye view of the race.



FANCY A MONKEY?


The real Andy?

And no, we're not talking about a special gift from the zoo. However, we are prepared to award a crisp tenner to the sender of the best tips, maps, solutions, POKEs, listings, cheats, and anything else you think we'd find useful. If you know an infinite lives code, an entrance to a secret room, or just a general gameplaying trick, let us know. Simply cram your bits into an envelope then post it to: Andy Roberts' Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Don't forget to include your full name and address, along with a packet of Pringles.

LEMMINGS

(PSYGNOSIS)

If you've managed to get hold of a copy of this classic incarnation, you're probably having a tough time (if memory serves me correctly). However, a chap called 'Fuzz' has a bucketload of tips just for you.

- Always pause the game and work out a good plan first. If you just 'go for it' and hope for the best then you'll end up having to activate the nuke icon.
- Explore the level completely, and make sure you know exactly where you're going.
- Don't forget that if you turn a lemming into a climber, it will be a climber for life. You can't make it climb over a rock and then trap it between two pillars – it will just carry on walking... oh no!
- Builders lay 12 steps before they stop and carry on walking. The last 3 steps are accompanied with a 'clinking' sound, so listen for this rather than counting the steps.
- All skills take effect as soon as you click on the lemming, so make sure that there is something to dig in front of the lemming before you make him a basher, or that there isn't something above a lemming before you make him a builder. Otherwise, you will have wasted a skill as the lemming will give up straight away.
- Builders stop building if they hit any solid object, or if he hits his head whilst building. Note: even though the builder has stopped there, another lemming could easily reach the end of the bridge and fall to its death, so make quite sure that a bridge ends at a point where the lemming bumps into a wall or a similar object that will turn the lemming around.
- Alternatively, check that the lemmings can fall a safe distance, as they will splat quite impressively if they fall too far – if the drop is too big, make the lemmings into floaters.
- The metal objects (pink or silver coloured squares) cannot be dug through or blown away.
- Always look for clues. For example, arrows showing which way an object or wall can be dug through, the amount of different skills that are given (eg. if there is a large drop which the 20 lemmings can't descend safely, check that you have 20 floaters). Also look for clues on the screen which highlight the best places to detonate your lemmings, ie. rocks or objects which point up or down towards a particular place.
- If you own the game on disk and wish to skip the introduction screens, simply type LOAD"THE SHORTCUT",8,1 to load just the main menu.

Pause for thought if you haven't got a plan.

Quite a few people have also written in with codes for this perplexing puzzler, including PR Hedges from Kendal, and that chap from Wivenhoe by the name of 'Fuzz'.

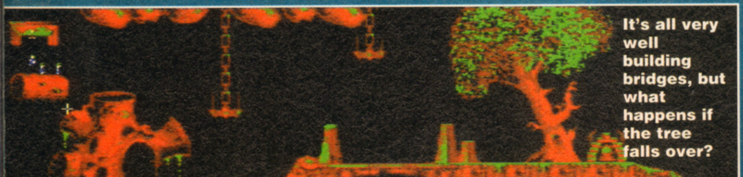
However, it's MP Tweedale from Swansea who wins the handy tenner, as he sent in the complete set of passwords for all four levels. This month we'll tackle the FUN and TRICKY levels, with TAXING and MAYHEM to follow next month.

In, out, shake 'em all about...

00 OUT 24 IN 000%
50
50
20
20
20
15
20
20
20
20

FUN LEVEL
1. NO CODE
2. GEDGILBFIE
3. BLIJKJAJDB
4. KJGHALBDDE
5. JIDJGHGFCL
6. LEHIHBEBJC
7. GCAAFKJLAD
8. HJBHFKDIJJ
9. IBBHHBLDHK
10. FJBHHKHAKH
11. HHEBFEJAKI
12. AFCCIJLIIH
13. JGFEEDDEHA
14. KKIHCKAGBB
15. EAFALALDCC
16. AFIBLCHEHC
17. JIFAHKBDIA
18. FFIBDFEBJC
19. FJCAJGLBBL
20. GHHILIKBAB
21. JCCLCADGAH
22. FDIKBBKDGC
23. BIKDLHEDIL
24. KDCAJKAKFG
25. KJEDHGCDCK

TRICKY LEVEL
1. DJKALCDKLJ
2. FHIBDFEDGF
3. JFIBLACJCL
4. HEEBEDIGHI
5. FADGGFADKJ
6. ECHGGDEDID
7. LEDBFKJABF
8. IBGHDGFEHI
9. IHKBBDKJDJ
10. EADGGDIFAH
11. ALALALHGBB
12. FDJCKJHGDA
13. AHLGDEDLHI
14. ECBIFCJKBB
15. LKJIFEBLAJ
16. CKLAGFKAJH
17. BHFGGAJLAE
18. LAFGFKLADA
19. ELLISAAAAH
20. EAHGAKBDCD
21. LAGBABCIEA
22. HALGFEDFLK
23. BHLDLEJGDE
24. DFIJFJIKLE
25. DHKHBKDIFK


It's all very well building bridges, but what happens if the tree falls over?

ARCHETYPE & COPS 3 – DISK

(PSYTRONIK)

Quite a neat little compilation, especially if you're a SEUCK aficionado. However, if you're a bit naff at games then you probably haven't got very far on either of them. Fear not, as Warren Pilkington has created two superb listings that give both players infinite lives. Faberoonie.

Naff at games? Don't worry, Warren Pilkington has ways to help you out.

SCORE
NORTH

```
0 REM ARCHETYPE
DISK CHEAT BY WAZ
1 FOR X=288 TO 325:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<> 4197 THEN PRINT "DATA
ERROR":END
3 PRINT CHR$(147);"INSERT DISK
& PRESS A KEY"
4 POKE 198,0:WAIT 198,1:SYS 288
5 DATA
162,008,169,001,168,032,186,255
6 DATA
169,002,162,068,160,001,032,189
7 DATA
255,169,000,032,213,255,169,142
8 DATA
141,213,064,141,123,067,076,016
9 DATA 008,087,065,090,065,042
```

```
0 REM COPS 3
DISK CHEAT BY WAZ
1 FOR X=288 TO 325:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C4052 THEN PRINT "DATA
ERROR":END
3 PRINT CHR$(147);"INSERT DISK
& PRESS A KEY"
4 POKE 198,0:WAIT 198,1:SYS 288
5 DATA
162,008,169,001,168,032,186,255
6 DATA
169,002,162,068,160,001,032,189
7 DATA
255,169,000,032,213,255,169,142
8 DATA
141,007,078,141,155,080,076,016
9 DATA 008,087,065,090,067,042
```

SOS

If you're not geeky or ugly enough to visit the Gamesmaster in his private consoletation zone, you could always drop Andy Roberts a line. He may not wear a monocle, but his advice is top-notch. Well, almost.

DIZZY PRINCE OF THE YOLKFOLK

(CODEMASTERS)

That darn egg is causing trouble again, this time for Ben Evetts who resides in Streetly in Belfast. He even sent in a little sketch of the screen he's stuck on (which makes life much easier). Basically, there is a large gap amongst the treetop platforms which he cannot jump across. But help is at hand. At the start collect the LEAVES, MATCHES, and JUG OF WATER, then drop them next to the door in that order to escape. Once you've done that, you'll find a DIY BRIDGE KIT a couple of screens to the right – collect this, then drop it next to the aforementioned gap. Sorted.

SPELLBOUND DIZZY

(CODEMASTERS)

A young fellow called John Loughlin is having a bit of trouble with this particular Dizzy episode; he doesn't know how to free Denzil. Basically, to free any character in the game, you need to talk to that particular person (or egg, as the case may be) and collect an object from them – in Denzil's case, the ZX81. Once you have collected enough stars, you can give this object to Theo to free that character. Simple, really.

STUCK IN A RUT?

Even the best gameplayers can find themselves in need of a cheat, POKE, map, or solution. And we're here to help you. If you're stuck on any game, no matter how old, obscure, or unplayable, drop us a line. Simply get hold of a postcard or sealed envelope, jot down the games you're stuck on (including the publisher), specify the type of cheat you'd prefer or the part of the game you're stuck on, then send it along with your name and address to: SOS, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

TURRICAN 2

(US GOLD/KIXX)

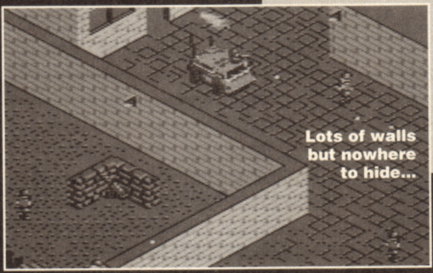
I've had a couple of requests for a cheat for this superb arcade blast 'n' romp, the first from Richard Irwin from County Limerick, the second from Kristian Jones from Cardiff. Well guys, you can tuck into this handy WAZ listing for infinite lives, time, gyroscopes, and power lines!

```
1 REM TURRICAN 2 CHEAT BY WAZ
2 FOR X=288 TO 311:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<> 2298 THEN PRINT "DATA ERROR":END
4 POKE 157,128:SYS 288
5 DATA 032,086,245,169,048,141,136,008
6 DATA 169,001,141,137,008,076,018,008
7 DATA 169,000,141,045,075,076,242,127
```

ARNIE

(ZEPPELIN)

James Farrow from Castle Vale in Birmingham wrote in for a cheat mode for this, the most popular game of 1992. As luck would have it, there isn't one. (Such is life!) Anyway, this listing for infinite lives, infinite ammo, and invincibility should come in handy. If it doesn't, try the Action Replay POKEs.



Lots of walls but nowhere to hide...

```
POKE 13270,173 - Infinite lives
POKE 14022,173 - Infinite shots
POKE 13603,169
POKE 13604,1
POKE 13605,234
POKE 13606,234
POKE 13607,131 - Invincibility
```

```
0 REM ARNIE CHEAT BY WAZ
2 FOR X=512 TO 612:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<> 11184 THEN
PRINT "DATA ERROR":END
4 POKE 157,128:SYS 512
10 DATA 032,044,247,056,169,016,141,062
11 DATA 003,169,017,141,064,003,032,108
12 DATA 245,169,032,141,068,017,169,057
13 DATA 141,069,017,169,002,141,070,017
14 DATA 162,255,189,193,016,157,193,002
15 DATA 202,208,247,162,033,189,159,016
16 DATA 157,159,002,202,208,247,076,120
17 DATA 003,072,206,032,208,032,069,002
18 DATA 104,044,013,220,096,169,173,141
19 DATA 214,051,141,198,052,169,169,141
20 DATA035,053,169,001,141,036,053,169
21 DATA 234,141,037,053,141,038,053,169
22 DATA 231,141,039,053,096
```

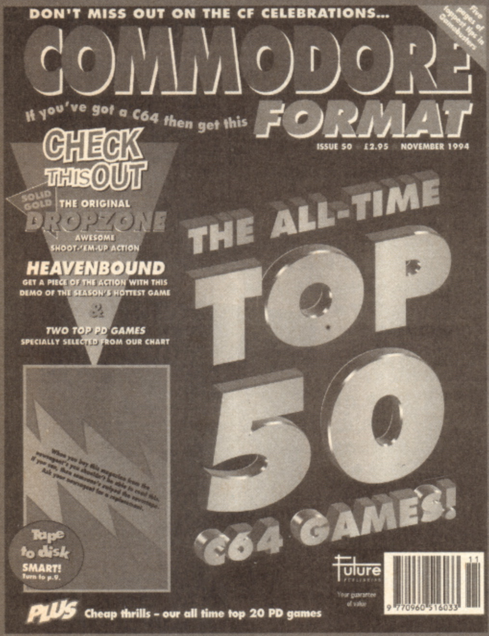
BATMAN THE CAPED CRUSADER

(OCEAN/HIT SQUAD)

Stephen Hawker wanted help with this arcade adventure, so here is the solution for the Joker plot.

From the start: R, R, D, R ● Get LIGHT BULB ● L, L, L, L ● Use LIGHT BULB ● Get FLASHLIGHT ● Get GAS MASK ● R, U, R, R, U ● Get BATARANG ● Climb DOWN ● Use GAS MASK ● Use FLASHLIGHT ● Get EARS, use EARS ● R, D, L, D, L ● Get TOILET ROLL ● R, R, R, U ● Get FISH ● D, R, U, U, L ● Climb DOWN ● Get SHADES ● L, L, D, L ● Get FALSE TEETH, use FALSE TEETH ● R, D, R, U, R, D, R, R, U ● Get COLA ● R, U, L ● Climb UP, R, D, L ● Get WIRE CUTTERS ● D, R, U ● Get CLOGS ● R, R, R, U ● Get MONEY ● D, L, L, U, U, L ● Use MONEY in FRUIT MACHINE until you win the JOKER CARD ● R, D, D, R, R, R, R, U ● Use SHADES ● L, climb UP, R, U, U, L, L ● Get CAMERA, use CAMERA ● R, D, L, D, L ● Climb DOWN, R, U, R, U ● Get PINT OF MILK (lovely!) ● D, R, get HARMONICA ● L, L, D, L, U, L, D ● Get ELEPHANT ● U, R, U, climb UP, D, L, L, U, L, D, climb DOWN, climb DOWN, U, R defuse EXPLOSIVES (use WIRE CUTTERS) ● R, defuse EXPLOSIVES ● R, defuse EXPLOSIVES ● R, climb UP, R, D, D, L, U, defuse EXPLOSIVES ● D, L, defuse EXPLOSIVES ● L, U, R, U, L, D, L, defuse EXPLOSIVES ● U, defuse EXPLOSIVES ● D, R, U, R, D, L, D, R, R, R, U, U, L, climb down, L, L, D, D, R, U, R, D, defuse EXPLOSIVES ● R, U, defuse EXPLOSIVES ● D, R, U, R, U, L, defuse EXPLOSIVES ● climb UP, R, D, L, D, R, U ● Find the JOKER and repeatedly kick him to get a ROPE, then go back to the Fairground entrance ● D, L, U, R, U, L ● Climb DOWN, R, D, L, D, L, L, U, L, D, L, U, U, L, L, D ● Climb UP, use JOKER CARD ● U, R, D, D, L, D, R, R, R ● Get CHICKEN ● L, L, U, R ● Get HAMMER & NAILS, use HAMMER & NAILS ● U, get DAGGER, L ● Use ROPE to free ROBIN and finish game.

Ready for the Joker.


DON'T MISS OUT ON THE CF CELEBRATIONS...
COMMODORE FORMAT
If you've got a C64 then get this
ISSUE 50 £2.95 NOVEMBER 1994
CHECK THIS OUT
SOLID GOLD THE ORIGINAL DROPZONE
HEAVENBOUND
TWO TOP PD GAMES
THE ALL-TIME TOP 50 C64 GAMES!
PLUS Cheap thrills – our all time top 20 PD games

BACK ISSUES

All these issues of Commodore Format are still available and now you can get them for cheaper than ever before!

JAM-PACKED AND OOZING WITH C64 GOODNESS...
COMMODORE FORMAT
If you've got a C64 then get this
ISSUE 49 £2.95 OCTOBER 1994
CHECK THIS OUT
FANTASY WORLD DIZZY
PENGUIN TOWERS
WHICH WOULD YOU BUY FOR £64?
124 brand new C64 games or one console cart? 124? You'd better believe it, and we prove it's possible on page 10...
PLUS Discover how to create loads of new, non-standard colours on your C64.

CF34 Power Pack games: *Arac, Corya 3, Shellshock*. Gamebusters: *Lethal Weapon, The Simpsons, Argon Factor, Addams Family, Liverpool.* 24-page special: The best C64 games still available.

CF35 Power Pack games: *Space Academy, Hallax*. Demo: *Lemmings*. Gamebusters: *Last Ninja 1,2 & 3*. Reviews: *Suburban Commando, Pirates, Mercs, Turbocharge*. Specials: The 64SX, Ultimate Beat-'Em-Up.

CF36 Power Pack games: *Starray, Squibbly Skwob*. Demos: *Suburban Commando, Breakthrough*. Gamebusters: *The Simpsons, Carnage, Street Fighter 2, Lethal Weapon, Cool World*. Review: *Bee 52*. Specials: Ultimate Flight Sim, Inside Your C64.

CF38 Power Pack games: *Lifeforce, Freddy Hardest, Jailbreak*. Demo: *Mayhem In Monsterland*. Gamebusters: *The Simpsons, Nebulus, Suburban Commando, Castle Master, Game Over, Nobby The Aardvark, SF 2, Bee 52*. Review: *Mayhem*.

CF39 Power Pack games: *Freddy Hardest Part 2, Deep Strike, Volcan, Robber*. Gamebusters: *Simpsons* (yawn), *Nebulus, Suburban Commando, Castle Master, SF2, Nobby*. Reviews: *Lemmings*. Special: The Apex Boyz show you how to design games.

CF42 Power Pack games: *Stormlord, Deliverance*. Gamebusters: *Dizzy, Prince of the Yolk Folk, IO, Seymour Goes To Hollywood, Nobby The Aardvark, Sceptre of Baghdad*. Special: The best and worse games ever.

CF43 Power Pack games: Reader games extravaganza. Gamebusters: *Mayhem, Nobby, Future Knight*. Specials: How to make your games scroll, A-Z of sports sims, The return of Secret of *SUECK*cess.

CF44 Power Pack: *Carnage, Mayhem Mega Mix Part 1*. Gamebusters: *Mayhem, Nobby, Future Knight*. Reviews: *Penguin Tower, Archetype, Time Crystal*. Specials: Making music, PD library list, diary of a game: 10th Dan.

CF45 Power Pack: *Repton 3, Speech* (synthesiser), *Mayhem MegaMix Part 2*, 6510+ Assembler. Gamebusters: *Stormlord, Nobby, Mayhem*. Specials: Multi-player games, Electric Boys interviewed, how to draw better graphics.

CF46 Power Pack: *Bonecruncher*, Complete level of *Mayhem, Quadraped Tearaways* music demo. Gamebusters: Final level of *Mayhem, Stormlord, Wizball, Carnage*. Reviews: *Squarescape, Escape From Arth, Wilberforce*.

CF47 Power Pack: *The Legend of Sinbad, Reaxion, Mean Machine* demos. Gamebusters: *Sleepwalker*. Previews: loads of new games from Germany, including *Super Nibbly* and *Lords of the Universe*. Special: the best puzzle games for the C64.

CF48 Power Pack: *Tilt (CodeMasters), City Bomber demo, Repel, Wizard's Pet*.. Gamebusters: *First Samurai*. Reviews: *Lions of the Universe, Bobix, Super Nibbly.*

CF49 Power Pack: *Fantasy World Dizzy, Penguin Towers demo*. Gamebusters: *Legend of Sinbad*. Features: What C64 products you should spend you £64 on; How to create new colours. Review: *Fred's Back 3*.

CF50 Power Pack: *The Original Dropzone, Heavenbound demo*, plus the pick of our PD titles – *Chaos* and *Galaxians*. Gamebusters: *Wizard's Pet, Cool World* and *Tilt*. Reviews: *Heavenbound, Cashman Compilation* and *Zzzz*. Special feature: Top 50 games.

SPECIAL OFFER THE MORE YOU BUY, THE MORE YOU SAVE!

YEP! FOUR YEARS OLD AND STILL GOING STRONG...
Techie advice from top experts
COMMODORE FORMAT
If you've got a C64 then get this
ISSUE 48 £2.95 SEPTEMBER 1994
CHECK THIS OUT
TILT
CITY BOMBER
REPEL • WIZARD'S PET
BLITZKRIEG
Lions of the Universe spearheads the German invasion of the UK C64 scene with some stunning shoot-'em-up action. We give it the full powertest treatment.
ALSO REVIEWED: BOBIX • SUPER NIBBLY • OSTFRIESLAND GAMES
PLUS Compo: Got a great game idea? We give you the chance to turn it into a reality.

Commodore FORMAT

PLUS:

COMMODORE FORMAT BINDERS

Just £5.99

CHECK OUT THESE CRAZY PRICES!

1 back issue	£2.50	Save 45p
2 back issues	£4.50	Save £1.40
3 back issues	£6.50	Save £2.35
4 back issues	£7.50	Save £4.30

All extra back issues add £1.50 for each

- Plus £1 for postage and packaging (see coupon for rates outside the UK)
- Orders within the UK do not require a stamp

COMMODORE FORMAT BACK ISSUES

Name

Address

Post code Phone No

Method of payment (*please tick*)

Access ☐ Visa ☐ Cheque ☐ PO ☐

Credit Card No Expiry date

POSTAGE AND PACKAGING:

UK £1 ● Europe £2 ● Rest of the world £3

I would like the following back issues...

Cost of back issues £☐☐.☐☐

I would like a *Commodore Format* binder* £☐☐.☐☐

Please add price postage and packaging* £☐☐.☐☐

Total cost £☐☐.☐☐

Please make all cheques payable in pounds sterling to Future Publishing Limited, and send the whole lot off to *Commodore Format* Back Issues, Future Publishing, FREEPOST, Somerton, Somerset TA11 7BR.

AMORPHOUS

We received an interesting parcel the other day. It had a disk in it. The disk had some games on it. So Tim decided to preview them. (He's good like that.)

I've written a few game manuals in my time and one of the trickiest jobs is coming up with that little story bit at the beginning. Especially if it's a puzzle game. I mean, puzzles are puzzles, right? What can you say about them? Rubik's Cube didn't have a plot, did it? It's a tricky area to get involved in.

Having said all that, of course, *Amorphous* has quite a neat little plot that involves getting a cute blob thing from place to place by positioning special tiles in front of him to form a path. There are all sorts of obstacles and stuff and, just to make sure you don't get too complacent, little Morphe (the star of the game) has a bizarre way of moving about. He'll go left whenever he can; if he can't go left he'll go straight on; if he can't go left or straight on he'll go right, etc. (Actually, I may have the order wrong there, but you get the drift.)

It certainly looks like it'll be great fun, and the instructions are handily accessible from the main menu – so you don't have to worry about losing them. The end sequence is nicely drawn and we look forward to seeing a fully working version really soon. (In fact, the version we saw was so nearly complete that by the time you read this it will almost certainly be available.)

The brains behind it is a chap called Paul Kubiszyn and I rather think we'll be hearing a lot more from him – especially since he's doing some stuff with the now legendary Electric Boys.

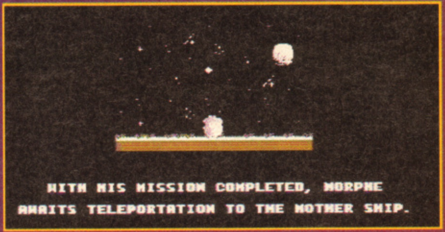
THOSE DETAILS

Title: Amorphous

Format: disk only

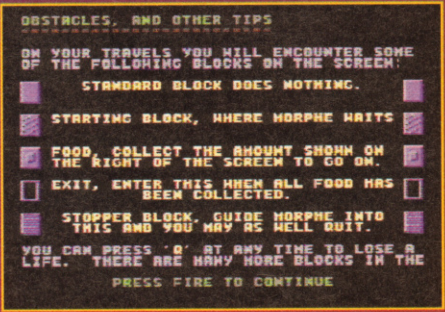
Price: £3.50

Contact: Paul Kubiszyn
21 Stockwell Road
Milton Malsor
Northampton
NN7 3AN



WITH HIS MISSION COMPLETED, MORPHE
AWAITS TELEPORTATION TO THE MOTHER SHIP.

As far as little blobs go, Morphe is pretty cute.



OBSTACLES, AND OTHER TIPS

ON YOUR TRAVELS YOU WILL ENCOUNTER SOME
OF THE FOLLOWING BLOCKS ON THE SCREEN:

STANDARD BLOCK DOES NOTHING.

STARTING BLOCK, WHERE MORPHE WAITS

FOOD, COLLECT THE AMOUNT SHOWN ON
THE RIGHT OF THE SCREEN TO GO ON.

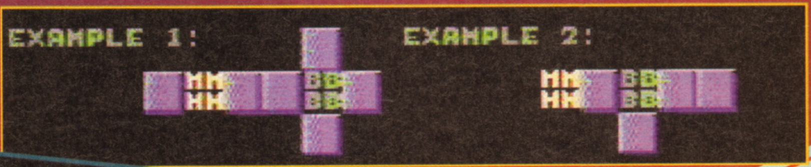
EXIT, ENTER THIS WHEN ALL FOOD HAS
BEEN COLLECTED.

STOPPER BLOCK, GUIDE MORPHE INTO
THIS AND YOU MAY AS WELL QUIT.

YOU CAN PRESS 'Q' AT ANY TIME TO LOSE A
LIFE. THERE ARE MANY MORE BLOCKS IN THE

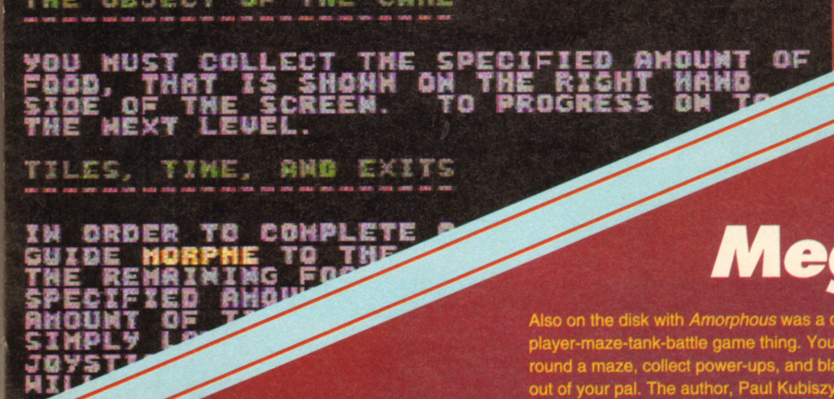
PRESS FIRE TO CONTINUE

All you wanted to know but were afraid to ask...



So is this *Tetris* or what?

AMORPHOUS
(C) 1994 MLP SOFTWARE
LEASE SEL T ONE



INSTRUCTIONS FOR PLAYING

THE OBJECT OF THE GAME

YOU MUST COLLECT THE SPECIFIED AMOUNT OF
FOOD, THAT IS SHOWN ON THE RIGHT HAND
SIDE OF THE SCREEN. TO PROGRESS ON TO
THE NEXT LEVEL.

TILES, TIME, AND EXITS

IN ORDER TO COMPLETE A
GUIDE MORPHE TO THE
THE REMAINING FO
SPECIFIED AMOU
AMOUNT OF T
SIMPLY LA
JOYSTI
WILL

Coming Soon...

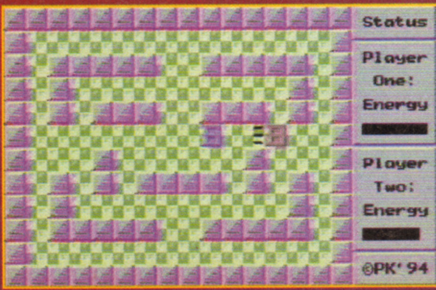
Mega Force

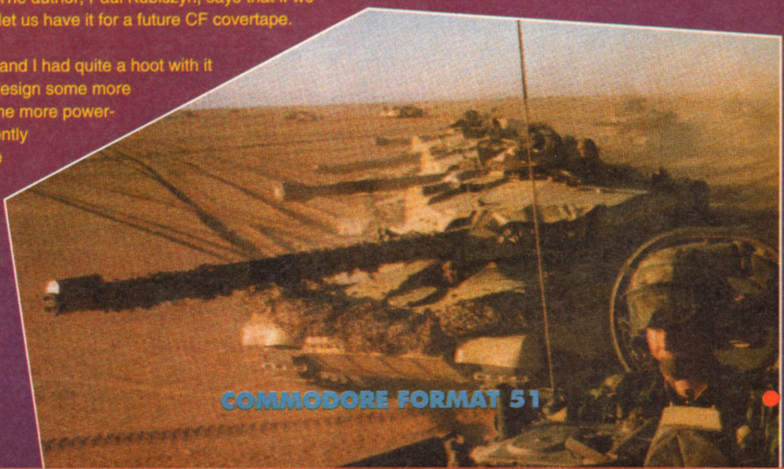
Also on the disk with *Amorphous* was a demo of a two-player-maze-tank-battle game thing. You drive a tank round a maze, collect power-ups, and blast seven shades out of your pal. The author, Paul Kubiszyn, says that if we like it, he might let us have it for a future CF covertape. Good stuff.

Well, Dave and I had quite a hoot with it and if you can design some more mazes, add some more power-ups, and a decently spectacular little explosion for the defeated player, we might well be seeing it at a later date. Watch this space. Or one like it. Obviously this space isn't going to change. I mean...

(Just shut up now – Dave)

It's a-mazing what you can do with a tank and a few coloured squares.





Tanks for the demo.

ACTION REPLAY VI

Designed and Manufactured by DATEL ELECTRONICS

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

NOW ONLY £24.99
WHILE STOCKS LAST

ACTION REPLAY
COMMODORE 64

TURBO LOADER
- Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571 Oceanic/1581.

INFINITE LIVES GENERATOR
- Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.

PROF MACHINE CODE MONITOR
- Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!

SPRITE CONTROL
- Freeze the action and view the sprites - watch the animation - customise your games -kill sprite collisions.

FREEZER FACILITY
- Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.

DISK COPY
- Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.

TAPE TURBO
- This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.

FAST FORMAT
- Format an entire disk in about 10 seconds - no more messing about.

PRINTER DUMP - Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.

CENTRONICS INTERFACE
- For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99)

SCREEN EDITOR
- Now you can edit the entire frozen screen with this text edit or - change names on high scores, etc. Great fun!!

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW - View your favourite screens in a slide show type display
BLOW UP - Unique utility allows you to take any part of a picture & "blow it up" to full screen size
SPRITE EDITOR - A complete sprite editor helps you to create or edit sprites
MESSAGE MAKER - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music.
ONLY£9.99

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. THE CARTRIDGE KING!"
COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of it's products for the reproduction of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.
It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licencee thereof.

DATEL ELECTRONICS LIMITED

HOW TO ORDER

24 HOUR MAIL ORDER HOTLINE
PHONE
0782 744707

Access VISA SWITCH

OR CALL AT OURLONDON SHOP:- DATEL ELECTRONICS

NOW A TOTAL MOUSE/ GRAPHICS PACKAGE FOR YOUR COMMODORE 64/128 AT A TRULY UNBEATABLE PRICE!!

DATEL Electronics LIMITED

COMMODORE MOUSE SYSTEM

COMPLETE WITH

OCP ADVANCED ART STUDIO

NOW ONLY £24.99

- This commodore Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc,
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.

TOTAL PACKAGE INCLUDES MOUSE/ MOUSE MAT/HOLDER AND OCP ADVANCED ART STUDIO
PLEASE STATE IF YOU REQUIRE TAPE OR DISK

FREE!

MOUSE MAT
AND
MOUSE HOLDER
(WORTH £12.99)
WITH EACH PACKAGE

LC 100 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC100 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, Action Replay, etc., in fantastic colour!
- LC100 is a full Centronics printer so it works with other computers (Amiga, ST, PC etc.)
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!!
- No more to buy.

PACKAGE INCLUDES STAR LC100 COLOUR PRINTER RRP £199.00
CENTRONICS PRINTER LEAD RRP £12.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £231.98
COMPLETE PACKAGE NOW ONLY £199.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

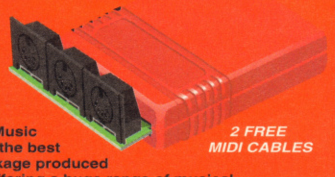
- If you already have an LC10, LC100 or LC200 Colour Printer we can supply the Driver separately.
- Works with Serial Version of LC10, Parallel Port, Sprint 128, etc.

OTHER COMMODORE ACCESSORIES

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM

ONLY £39.99

AVAILABLE ON DISK ONLY



2 FREE MIDI CABLES

The Advanced Music System may be the best MIDI/music package produced for the 64/128 offering a huge range of musical composition features & MIDI compatibility, with the Datel MIDI Interface you have the TOTAL MIDI SOLUTION!

ONLY £29.99

- Quality Commodore compatible Data Recorder.
- Pause control.
- Three digit position counter.
- Counter reset.
- Comes complete - no more to buy!

ONLY £16.99

- 3 additional cartridge slots provided.
- Wear and tear on the original connector reduced.
- Switch provided for selecting between game cartridges rather than constant unplugging.
- Reset button built-in.

FAX
0782 744292

MAIL
Send Cheques, Postal Orders or credit card details to:-

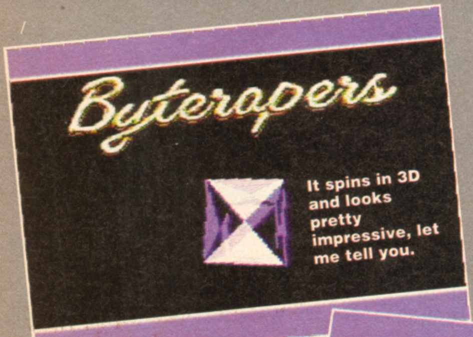
DATEL ELECTRONICS LTD. GOVAN ROAD,
FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND.

DATEL ELECTRONICS LIMITED

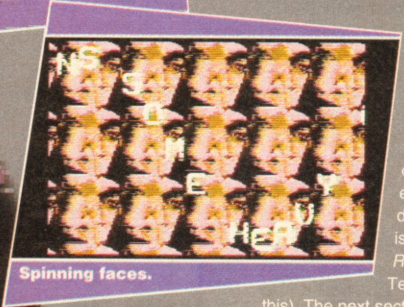
222 TOTTENHAM COURT RD, LONDON W1 TEL: 071 580 6460

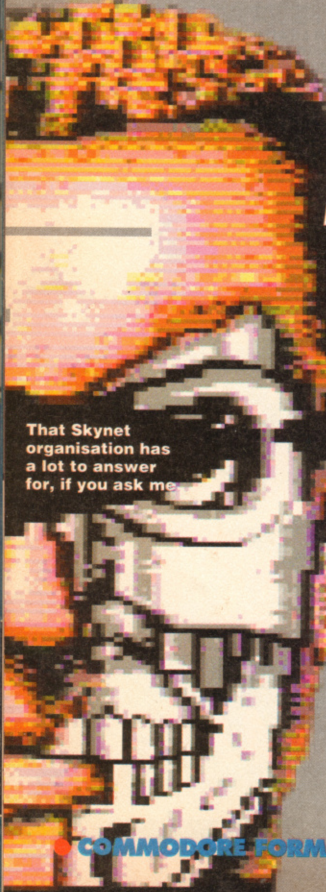
PD FORMAT

Everyones favourite PD critic... couldn't make it this month. So once again we've roped in Andy Roberts to cast his eyes over the latest batch of megademos from deep within the PD scene.



It spins in 3D and looks pretty impressive, let me tell you.


Spinning faces.


That Skynet organisation has a lot to answer for, if you ask me.

WORLD OF CODE

(BYTERAPERS)

I've never encountered this demo group before *(And who could forget a tasteless name like theirs? – Ed)*, but if WOC is any sort of template for their talent, future demos should be very impressive indeed. This particular production falls in line with the latest trend in the demo community in that the whole thing is self running (as with *Beyond Imagination 2* and *Tower Power*, reviewed in CF49).

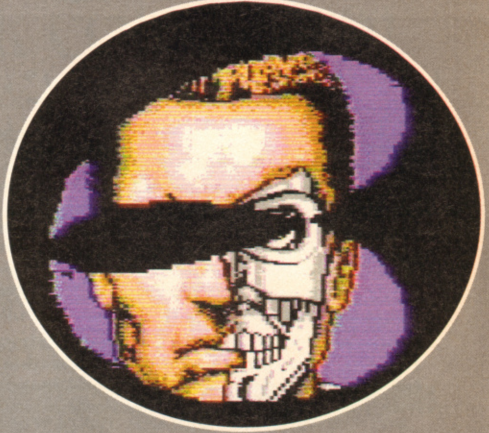
On the upside, it allows you to sit back and relax, but on the downside you have to watch everything, including the boring parts. The intro contains a few messages and logos, all of which appear using a number of inherited demo techniques. One thing which avid PD freaks will notice is the music, or rather, the lack of it. The entire demo has only three different tunes, none of which is original (although the superb *Robocop 3* title tune by Jeroen Tel more than compensates for this). The next section is a scrolling message, which zooms in and out of the screen (and the side borders) as it scrolls.

The third part makes up for the initially weak sections, and includes some rather impressive fractals generated in realtime (realtime being the buzzword for the entire demo). While a small segment of the Hammerfist title screen rumbles down the screen, the spinning fractals are plotted over the top. A neat effect, but unnecessarily heavy on the eyes.

The next segment features an excellent pixel-generated landscape, which scrolls around at a jaw-dropping rate. If you've ever seen Virus or Zark, you'll know just what to expect. After another taste of the zooming full-screen scroller, we are treated to some stencil vectors, which basically mask out most of the background picture (in this case, a still from Ocean's Terminator 2).

The next section boasts some more vector graphics, which nowadays seems to be a pre-requisite for any self-respecting megademo. Although the vectors are translucent, the effect is little more than average. To be truthful, I enjoyed this section until the Nazi vector appeared... oh dear.

Another demo part, and another bog-standard demo effect – the Mandelbrot set. This one, although a tad on the blocky side, zooms in and out of the screen in real-time (it's that word again – Ed). A very impressive effect indeed... as long as you stand 10 feet away from the monitor. The penultimate part of the demo boasts an Amiga-inspired effect called vectordots, which transform themselves into a variety of different shapes.


Here, the loopy overlay thing is animated.

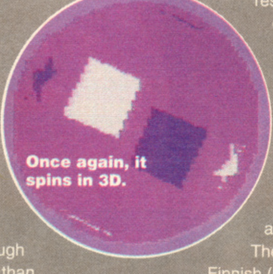
And finally, more translucent vectors strut their stuff as the credits drift up the screen. Although it lacks the supreme polish of other such demos, such as Tower Power, World of Code is an impressive attempt. While some of the graphics and tunes are a little dated, the group has tried, wherever possible, to approach the old effects from a new perspective. Not quite a megademo, but a very good attempt nevertheless.

80%

WORLD OF CODE 2

(BYTERAPERS)

The sequel? So soon? You might be forgiven for thinking that the Byterapers are an extremely hard-working demo group, but this second World Of Code demo bears more than a striking resemblance to the first. Again, the demo is entirely self-running (although you have to boot the disk initially), and once again the creators are intent on forcing the word 'realtime' down our throats. And once again, for some unknown reason, only three pieces of music are included. Deja-vu on a disk, perhaps.


Once again, it spins in 3D.

The intro kicks off with a huge Finnish (or is it Swedish?) flag, which zooms in to fill the entire screen. Then the initial message appears, with each letter effortlessly transforming into the next (a very neat idea). As the next

Very spooky and atmospheric, wouldn't you say?

part loads in from disk, a rotating cityscape zooms across the screen, obscuring the logo behind it. The next part of the demo makes a refreshing change from the usual cycling rasters. It's very difficult to describe, but if you can imagine a series of raster-bars spinning end-over-end, you might just be able to grasp the idea. Highly original.

Next comes a realtime zoomer, which the creators claim to be the best one ever seen on the C64. A segment of the Hammerfist title screen (yes, the same one from the original WOC demo) rotates, zooms, and shrinks with considerable ease, even though the area is only two inches square. Not the best zoomer in the world, but a valiant effort. Part five of this demo boasts some familiar translucent vectors, this time constructed out of expanded sprites to allow the vectors to reach into the top and bottom borders. A potentially impressive effect, ruined by the lack of colour, speed, and detail.

Next comes a rather swish IFLI picture (a technique explained in detail in the 'Colour me Bad' feature in CF49), which shows a dragon, er, doing dragon-type things. In the next section we are treated to some genuine stencil vectors, as seen in Tower Power, which allow different faces of a polygon to have different patterns and definitions. Before the credits page appears, a multitude of pixels float around the screen and build a message right before your very eyes (which can be a little boring the second time around). And finally, the credits themselves, which scroll majestically over a stunning (sarcasm) FLI picture. World of Code 2 is a poor shadow of its prequel, and lacks much of the atmosphere and originality which made the first one so enjoyable. So much for progress.

75%

COMALIGHT 12

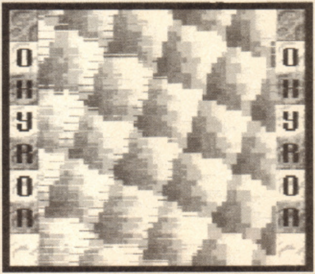
(OXYRON)

Metallic.

This is yet another megademo which, once booted, will run itself, allowing you to sit back and absorb the flashy effects in modest comfort. As its name suggests, CL12 is the latest in a long-running demo saga, and already work has begun on the next demo in the series (called, would you believe, Comalight 13).

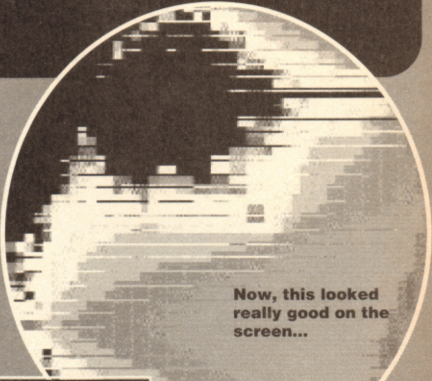
The intro starts with an impressive fire (or rather, dust) effect, reminiscent of a recent batch of flame demos seen on the PC. Over the top of this appear the credits, lovingly synchronised with the music. After a short logo interlude comes the second part, and is very similar in principle to the translucent sprite vectors in WOC2. Remember those vectors which were ruined by the lack of colour, speed, and detail? Well, the vectors in CL12 are leagues ahead, as the programmers have managed to map a colourful Mandelbrot set onto a huge sphere – simply stunning stuff. Is it possible to improve on such an amazing effect? Er, no, and the next part is a rather mundane FLI picture.

Fortunately, the following section makes up for the dull interlude, and features yet another similar effect from World of Code – a scrolling message which which zooms in and out of the screen and side borders. The two versions are virtually identical, but the programmers of this particular version have managed to make their scroller smoother, faster, and glitch-free. After this comes what can only be described as a colour cycling zooming patchwork checkerboard (to coin a phrase). It's a truly breathtaking effect, and wouldn't look out of place in an Amiga demo.



It's like the pattern on a cheap sofa – and it's moving...

The next part, according to the instructions, features gourad-shaded vectors – an effect previously only encountered on machines like the PC. Although the effect might be genuine, it looks ghastly. The next section too relies on PC-orientated effects, namely the texture mapped walls and corridors from Doom and Wolfenstein 3D. As before, even though the texture-mapping is genuine, the effect is little more than mediocre.



Now, this looked really good on the screen...

After a rather duff, bog-standard picture comes the final part of the demo, and is yet another idea inspired by a demo on a more powerful machine. Over a bitmap picture the programmers have superimposed a silhouette of a dancing girl, along with some suitably rave-esque music. The original idea comes from an Amiga demo called *State of the Art*, and has converted to the C64 remarkably well. Comalight 12 bears a close resemblance to several demos, including *World of Code* 1&2, as well as *Tower Power*. The various sections link together slickly and smoothly, but the overall quality is lacking. In amongst the imaginative and well-executed effects, there are some very dull and uninspired parts. Basically, *Comalight 12* is wasted potential.

70%

More spooky atmosphrericness. With a boat.

PD FORMAT DIRECTORY

It would be unfair, immoral, and unscrupulous to recommend any one particular library; PD software is free, and most libaries will have the latest software in stock. That's why we've spared no expense and produced the PD Format directory.

If you've never ordered PD software before, write to a few libraries (enclosing an s.a.e.) and ask for an up-to-date catalogue. Some libraries only stock disk-based software, so it might also be a good idea to specify whether or not you own a disk drive. To make life easier, we now specify whether the companies stock tapes (T) or disks (D) next to the company's name.

If you run a PD library and can't find your company listed here, write to us at: PD Format, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. If you're a programmer or PD library, that's also the address to send your latest software to. And finally, if you don't happen to be a programmer or PD library but would still like to get in touch with your questions, comments, or criticisms, we'd love to hear from you.

BINARY ZONE PD / THE GUILD (T+D)
34 Portland Road, Droitwich, Worcestershire, WR9 7QW.

ELECTRIC BOYS PD (D)
917B Brighton Road, Purley, Surrey, CR8 2BP.

FOX PD (T)
6 Sturton Avenue, Goose Green, Wigan, WN3 6SZ.

KDPD (T+D)
9 Failford Place, Kilmarnock, Scotland, KA3 1UJ.

KINGSWAY PD (D)
72 Glencoe Road, Sheffield, S2 2SR.

MK PD (D)
1 Westmore Close, Burrows Park, Northam, North Devon, EX39 1SR.

MEGATRONIX PD (T+D)
21 Tiled House Lane, Pensnett, Brierly Hill, West Midlands, DY5 4LG.

SHAREWARE PLUS (D)
Fulfilment Centre, 66 High Street, Pershore, Worcestershire, WR10 1DU

UTOPIA PD (D)
10 Cwmaman Road, Godreaman, Abedare, Mid Glamorgan, CF44 6DG

NEXT MONTH

Philosophy, metaphysics, the meaning of the universe, the purpose of being, melding quantum mechanics in classical physics, and maybe, just maybe, the latest news, reviews, and gossip from within the PD scene.

UNCLE DAVE'S BUY-A-RAMA

FOR SALE

FOR SALE

C64, two joysticks, books, 100+ games, datasette and mags. £80 for all, will split, call Chris 0778 344136.

Commodore C64, disk drive, datasette, with disks, tapes, joysticks, manuals etc. £40 ono. J Tuck, Fifield Farmhouse, Fifield, Pewsey, Wilts.

C64 keyboard, datasette, power cart, three joysticks, Cf13-46 plus tapes, also over 40 originals and three compilation carts. ALl leads included. Bargain at only £60 ono.

C64 with 1541 disk drive, printer, datasette, Action Replay cartridge, music expansion system, joysticks, disks, tapes. £200 ono the lot. Tel: 0737 832319.

Disk drive TIB DD 001 £40 ono. Bought in error. E H Nield, 56 Farm Road, Hanworth, TW14.

Speedway Racing, a new game for most Commodore, Amstrad and Spectrum computers. Cassettes £4.95, disks from £6.00. For details tel 0745 339779.

Commodore C64 games for sale. All originals from 75p. Tel (021) 525 6018 after 6pm, please.

Many C64 games for sale, very cheap. For list write to Jamie Lawrence, 4 Straws Close, Irthlingborough, Northants, NN9 5PL

C128 vgc datasette, software, magazines and CP/M disk. £30 ono. Contact Mike Summers, 11 Cumberland House, Warwick Street, Preston, Lancs PR1 1LH

Cheap Software! Loads of stuff from 25p to £2.50. SAE Jiffy for list on (free) cassette to: Mike Summers, 11 Cumberland House, Warwick Street, Preston, Lancs PR1 1LH

C64 game The Great Giana Sisters (original) by Rainbow Arts. best offer secures. Telephone Ian on 0983 292387 after 5pm.

Commodore C64, datasette, over 50 games (non copied) all with cases, all leads, instructions. £35 ono. Phone 0252 542926.

Games on tape and disk, all boxed originals from 50p .Also some books, mags and hardware. SAE gets list. Eddie, 151 Balsusney Road, Kirkaldy, KY2 5LH.

100 plus tape games from 50p to 3.50, budget to compilation. All boxed. Plus C64 mags and tapes. Plus books. SAE for list.

C128 with over 200 games, joystick, datasette, diskdrive, mouse and utilities. £160 ono. Phone 01203 395501 after 5pm.

WANTED

SEUK on tape or disk with manual. Will pay reasonable price. Write to Richard Holt, 57 Malvern Road, St Johns, Worcester, WR2 4LE.

Help! I need cassette word processing software. I'll pay £3. telephone Ben on 0604 721346 5pm to 7pm.

Wanted: Hero Quest and Return of the Witchlord. Disk or tape. Will pay up to £5 each. Contact Chris on 081 220 5354 between 4-10pm.

Wanted Commodore MPS1200 printer in good working order. Phone Mark on 0243 554130.

Mini Office 2. Must be in excellent condition (boxed) and with complete instructions. Will pay £10 and postage. Call Richard on 0709 561363. Disk 5.25".

Urgently Wanted! I require an Actiopn Replay cartridge at a cheap price! Must include instruction manual, and be in good condition. Please help me. Daniel Duncan, 2/44 Edmonstone St, Newmarket, Queensland, Australia, 4051

Mini Office 2 on 5.25 inch disk for C64, also wanted, MacDonaldland adn other disk games for C64. Contact Chris 0909 567448.

Wargames, RPGs, simulators or wargame creation kit, preferably on dis. (ie *Battle Command, Ramparts, Gunship, Destroyer* and any games for the Magnum Light Gun). P R Brine, 5 Southmland Cloe, St Johns Estate, Colchester, Essex, CO4 4QU.

Wanted: Last Ninja Remix or LN2 on cartidge or cassette. £6-£9. Alan Lancaster, 217 Gaunt Road, Sheffield, S14 1GP (open to swaps – send want list).

BARG!

COMMODORE 128, disk drive datasette, dot matrix printer, incl manuals, diks, tapes, joysticks, etc. £100 ono. J Tuck, Fifield Farmhouse, Fifield, Pewsey, Wilts.

Will swap Streetfighter II cassette, Renegade III cassette and Elven Warrior cassette for your Creatures II disk or cassette. Telephone Philip after 5pm (0960) 378954.

Colour monitor for Commodore C64 in gwo. Will collect if near M2, M20, M25. Fair price paid. Colin 0634 (Gillingham) 379140.

Commodore mouse 1351, 1350, contact 051 822503 ask for Mark after 8pm.

Wanted: C64 tape Sleepwalker. Will pay up to £4. Write to Alan, 7 Spafield Crescent,Cashel, Co Tipperary, Eire.

Action Replay cart – will pay reasonable price. Wanted boxed, in good condition with instructions. Phone (010353) 018310043. (Dublin)

Wanted: *GAC, Flimbo's Quest, Battle Command, Wargame Construction Kit, Chips Challenge, Bismark* (must be tapes). Also Action Replay cartidge Mark VI. Phone 061 789 1570.

Wanted on cassette, C64 versions of Elite and Gunship. Write to Sean, 21 John Sheply Street, Hyde, Cheshire.

Wizball and other classic games needed desperately. Please send lists and prices to Mr R Kentish, 77 Yately Crescent, Great Barr, Birmingham, B42 1JH.

Adventures old or new, text or graphic. Also hints and solutions wanted. Send lists and prices to: Sophie Lee, 43 Shirley Avenue, Shirley, Southampton, Hants, SO15 5NH.

Could anyone please either provide me with clues or solutions to the following games: The Quest (part of Commodore Compilation disk; text only, this game was part of a package with the disk drive 1982); Starship Andromeda (disk), Lord of the Rings Part One (tape). Kevin Jones, 24 East King Street, Helesburgh, Dunbartonshire, Scotland G84 7QP.

Unhappy boy asks for any spare C64C keyboard, C128 keyboard, power supplies, disk drives and games. Free or under £5. Send to 29 Binyon Crescent, Stanmore, Middlesex HA7 3ND (*address it to Mr hopeful, I would – Dave*).

Wanted: C64 Space Gun, preferably cart. Will pay up to £6. Call Mark on 0908 674660 (*or it might be 0908 614660 – you should see his writing – Dave*).

1541 disk drive, swap for new 3.5 1.44Mb drive and multi I/O card. Make up asking price in cash. Phone Jon on 021 427 3930.

3D Construction Kit £3. Speed Ball 2 £2. Also I want a C64 mouse and mat for £8. And issue 12 of Commodore Format. Phone James on 0353 722426.

GEOS suite or parts. Also Trilogic cart, sound sampler, eg, Datel. I'll swap (SAE please) or pay cash. Please help a serious 64er. 021 373 7504.

Rim Runner and Roland's Rat Race wanted. Also any old software (tape/disk) plus Action Replay and Zzap64 issue 27, 34, 66-78, 82, 83 and 85 onwards. 0222 599733.

Wanted: Exile, Alter Ego, Dragon wars, LCP, Alien Storm, Pirates, GAC, any strategy, on disk. Write to 24 Avenue Parade, Accrington, Lancashire BB5 6PJ.

Wanted: C64 DTP software. Cassette or disk. Please ring 071 251 4196 or write to me at 8b Peabody Estate, Farringdon lane, London EC1R 3BA.

Look!! Please say you'll swap your disk drive for my Master System and Gameboy. Both in good condition with games. Phone Kenny on (0307) 850257.

Crusade In europe 5.25" disk from MicroProse for C64. To buy or swap. Peter 071 289 9691.

Wanted by private collector, software for the Commodore C16 and Plus/4 computers. Anything considered. Ring Peter with details on 0444 440647 (West Sussex).

C64 business software urgently wanted. Especially wages/payroll, please. Telephone 041 639 9757.

Commodore Model 1701 colour monitor. Can collect London and nearby counties. Telephone 0689 852177 (Orpinton, Kent) leave message for Richard.

Printer for C64 preferably colour with manual. Please write to Jan Bowen, 52 Preston Avenue, Wymouth, Norfolk, NR18 9JE.

Disk contacts wanted, C64/128, over 700 games, demos, utilities to swap, including Gianna Sisters, Kick Start 128. Write to Jase, 19 Haslemere Gardens, Hayling Island, Hants, PO11 9SD or phone 0705 464949, fax 0705 465565.

Software wanted for new PD group. Catalogues can be ordered from the same address. Please send an SAE to: Graham Pinnock, Dynamic PD, 10 Roseberry Road, Norwich, Norfolk, NR3 3NA.

C64 disk drive needed. Will pay any reasonable price. Must have instructions. Write to G Sutton, Tigh-na-Sith, Main Street, Guildtown, Perthshire PH2 6BS.

Wanted urgently. 1541 Mk2 disk drive and any disks will be appreciated for C64. Will pay reasonable price. Phone Andy on 0772 258012.

A copy of Elite or Supreme Challenge. Must have instruction. Does not have to be boxed. Will pay good money. Phone 0628 669724.

Wanted: Fox PD/Binary Zone utilities tapes 1 and 2. Will swap Binary games for tape 1 and pay £1.50 for tape 2. It is legal to copy PD. Tel 0821 650409.

PEN PAL

PEN PALS TO SWAP PD STUFF, games, utilities, etc... (disk and tape). 100% reply. Gerrit De Nys, Pettevelt Laan 7, 1974 SR Ymuiden, The Netherlands.

Wanted: Action Replay. Must work. Will swap for a Simon's Basic cart with no box/instructions but works. If you can help phone 0533 543636. Between 4-5pm.

Wanted: TV Sports Football (available on disk only) by Mirrorsoft. Will pay full price for genuine copy. Please tel Dean 0386 761231.

Hobbit (disk), LCP (disk), Kayleth, Great Gianna Sisters, Salamander (disk), Knightyme, Stormbringer, Sabrewulf, Tir-na-Nog, Mario Bros, Terrormolinos, Cybernoid 2, Renegade 3 (disk). Write to me at 81 Norway Road, Putney, London SW15 1PH.

Urgently wanted: 1541 Mk2 disk drive. Will pay postage. Call Paul Hitz at 010 353 21 292491 or write to 2 Cherry Drive, Cross Douglas Road, Cork, Eire.

Wanted: RPG's, C64 disks, boxed with instruction, Bard's Tale, Ultima, etc. Clue books if possible. Write to Phil Duncan, 6 Oakapple House, Maidstone, Kent ME16 9NU.

PEN PALS

Love programming the C64? Want a pen pal? Then write to Duncan Grant, 5 Craighall Quadrant, Neilston, Glasgow, G78 3HR.

Commodore 64 disk contcts wanted. Over 800 games/demos/utils to swap. Various bits for sale. Write to Jase, 19 Haslemere Gardens, Hyling Island, Hants, PO11 9SD. Or phone 0705 464949 evenings/weekends. Enthusiasts only, please.

USER GROUPS

Cheat And Beat a new cheat program for the Commodore 64. Disk £3.00, tpae £3.50. Telephone 0908 502399 for an information pack.

C64 User Mart Magazine (like buy-a-rama except a lot bigger) starting soon. For more information: Wayne Pyrah, 31 Spencer Street, Lincoln, LN5 8JH. (01522) 540580.

BUY-A-RAMA ORDER FORM

NAME

ADDRESS

Classification: Tick box; ☐ For sale ☐ Wanted ☐ Services ☐ User groups ☐ Pen pals

BUYING? SELLING? DOING SOMETHING ELSE THAT THE C64 WORLD SHOULD KNOW ABOUT? THEN CF IS THE PLACE TO ADVERTISE...

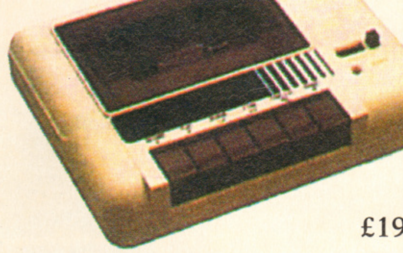
And it's as easy as filling in this 'ere form and sending it to us here at Uncle Dave's Buy-A-Drama, *Commodore Format*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. And it's free! But that doesn't mean you can take liberties. It's one word to a box in the grid. Cram in more and your ad will be heading binwards.

COMMODORE SUPPLIES

★★★

C64/C128 COMPATIBLE DATA RECORDER

Commodore C64/C128 compatible Data Recorders with tape counter, fast forward, rewind, stop/eject, play and record facilities. Supplied complete with lead and ready to plug straight into your computer



£19.99 inc P&P

C64/C128 PRINTER INTERFACE

The C64/C128 printer interface is designed so that you can connect almost any parallel/centronics (IBM compatible) printer to your C64/C128 computer.
Complete interface with
lead and full instructions:- **£29.99 inc P&P**

★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

COMMODORE SUPPLIES

Commodore 64 power supplies	£22.99
Commodore 64/128 compatible cassette recorders	£19.99
Commodore cassette head demagnetizers	£9.99
Replacement cassette recorder plug and lead	£5.99
Commodore 64 user manuals	£4.99
Commodore R.F. Leads (computer to TV)	£3.99
Commodore 64c modulators	£9.99
Commodore printer/disk drive lead (6 pin din)	£5.99
Commodore colour monitor leads (din /3 phono)	£6.99
Commodore light pens & software (cas/disk)	£29.99
Commodore C64/C128 parallel printer interface	£29.99
5¼ inch ExSoftware Disks (Packs of 20)	£6.00

PRICES INCLUDE POSTAGE, PACKING & VAT ETC.

If you would like to be put on our regular mailing list for special offers etc, please write and advise us stating which computer model you have.
We also deal with Spectrum, Amstrad, Atari, Amiga and PC Computers.

Access

ALL ORDERS SENT BY RETURN: CHEQUES/VISA/ACCESS/PO's

VISA

TRADING POST

VICTORIA ROAD, SHIFNAL, SHROPSHIRE TF11 8AF TELEPHONE /FAX (0952) 462135

WIZARD GAMES

1 NORTH MARINE ROAD, SCARBOROUGH, NORTH YORKSHIRE Y012 7EY. IF YOU'RE IN THE SCARBOROUGH AREA, COME IN AND SEE US. OPEN 9.00AM - 5.30PM 6 DAYS A WEEK. TEL: 0723 376586

✷ C. 64 CASSETTES ✷

10 (THE SHOOT EM UP)	2.99
3D SNOOKER	2.99
ALIENS (US VERSION)	1.99
ANTIRIAD (SACRED ARMOUR)	1.99
ARCADE TRIVIA QUIZ	2.99
ARNIE	2.99
ARNIE 2	2.99
BISMARK/PEGASUS BRIDGE	2.99
BLUE BARON	2.99
BOD SQUAD	2.99
CARNAGE	2.99
COLOSSUS BRIDGE	2.50
COLUSSUS MAH JONG	2.50
DALEK ATTACK	4.99
DEFENDERS OF THE EARTH	2.99
EDD THE DUCK	2.99
ENGLAND (FOOTBALL)	3.99
FALLEN ANGEL	1.99
FLINTSTONES	2.99
FOOTBALL MANAGER 2 + EXP KIT	2.99
FOOTBALL MANAGER 3	5.99
FOOTBALL MANAGER WORLD CUP	2.99
FUN SCHOOL 2 6-8 YEARS	3.75
FUN SCHOOL 2 OVER 8	3.75
FUN SCHOOL 2 UNDER 6	3.75
GEMINI WING	2.50
HERO QUEST	3.50
HOB GOBLIN	2.99
JACK NICKLAUS GREATEST 18	3.75
JOCKY WILSONS COMPENDIUM	2.99
LOTUS ESPRIT TURBO	2.99
LIVERPOOL	8.99
Q10 TANK BUSTER	2.99
MINI OFFICE	2.99
MOON TRORC	1.99
NAVY MOVES	3.75
NEIGHBOURS	2.99
NEW ZEALAND STORY	3.75
NICK FALDO CHAMP GOLF	10.99
NORTH AND SOUTH	3.99
OPERATION HORMUZ	1.99
PLAYDAYS AGE 3-8 YEARS	5.99
RAMPART	5.99
RENEGADE	2.99
RAINBOW ISLANDS	3.75
SCRABBLE (NO BOX)	2.50
SCRAMBLED SPIRITS	2.99
SHADOW WARRIORS	2.99
SHANGHAI	1.99
SIMPSONS	2.99
SNOWBALL IN HELL	2.99
SOOTY'S FUN WITH NUMBERS UP TO 7 YEARS	4.99
ST DRAGON	2.99
STRIKE FORCE HARRIER	1.99
SUBURBAN COMMANDO	7.99
SWITCHBLADE	2.99
TERRY'S BIG ADV/TERRAMEX	2.99
TEST DRIVE 2	3.75
THOMAS THE TANK ENGINE	1.99
THOMAS THE TANK FUN WITH WORDS UP TO 7 YEARS	4.99
TRACK SUIT MANAGER	1.99
TRIVIA	2.99
ULTIMATE GOLF	3.50
VIZ	2.99
WELLTRIS	2.99
WORLD CRICKET	2.99
WWF 2 EUROPEAN RAMPAGE	3.75
XENON	2.50

GOOFY'S RAILWAY -
COLOURS & SHAPES 2-5 YRS
MICKEY'S RUNAWAY ZOO -
NUMBERS 2-5 YRS
£3.99 EACH OR £6 FOR BOTH

LEMMINGS
CASS 10.99 DISK 12.99

✷ DISK COMPILATIONS ✷

SUPER FIGHTER 6.99
Pit Fighter/WWF/Final Fight
2 HOT 2 HANDLE 6.99
Shadow Warriors/Golden Axe/Total Recall/Super Off Road
HOLLYWOOD COLLECTION 6.99
Ghostbusters 2/Indiana Jones/Robocop/Batman
SPORTS COLLECTION 5.99
Pro Tennis Tour/Run the Gauntlet/World Cup Soccer Italia 90
DREAM TEAM 6.99
Simpsons/WWF/Terminator 2
CHAMPIONS 3.99
J Khan Squash/Manchester United/World Champ Boxing Manager
WIZARD PACK (SPECIAL PRICE) 4.99
Scrabble, Cluedo, Risk (not boxed)
MOVIE PREMIERE 3.99
Turtles/Back to the Future 2/Gremlins 2/Days of Thunder
CLASSICS 6.99
Hunt for Red October 1 And 2/Space Harrier 2/Ollo 2/Savage Pond/ Time Zone/Glider Rider/Chambers of Shaolin/Ant Attack/Scrambled Spirits/Running Man/Mean City/Deathwake/Pipeline/Deep Command - Seaside Special plus many more
BIG BOX 2 .... 9.99
Delta/Zoids/Barbarian II/Alleykat/Tunnel Vision/Battle Valley + many others (30 games in all)
T.N.T 2 .... 7.99
Hydra/Hard Driving 2/Stun Runner/Badlands/Skull & Cross Bones
POSTMAN PAT COLLECTION 3.99
POPEYE COLLECTION 3.99
KIDS PACK 1 .... 5.99
Postman Pat/Sooty & Sweep/Count Duckula/Popeye 2/The Wombles/Super Ted
KIDS PACK 2 .... (NOT BOXED)5.99
Fireman Sam/Count Duckula 2/Popeye/Postman Pat 2/ Huxley Pig/Bangers & Mash

OUR CHOICE CASSETTES - 10 GAMES FOR £6.00

CHOOSE ANY 3 OF THE FOLLOWING SPORTS TITLES FOR £5.00
THE BOXER, LEAGUE FOOTBALL,LOTUS ESPRIT, RUGBY COACH, GRAHAM GOUCH CRICKET, CRICKET MASTER, EURO BOSS, WORLD BOXING MAN, THE DOUBLE, WORLD RUGBY, WWF, CHAMPIONSHIP SPRINT, SOCCER BOSS, FOOTBALL YEAR 2, CHAMP BASEBALL, GRAEME SOUNESS MANAGER, SUPER SCRAMBLE, AMERICAN BASKETBALL, INT TENNIS, TABLE TENNIS, WORLD SQUASH

5¼" disk head cleaning kit......3.50 20 Ex-Software 5¼" disks.........£5.50

✷ C. 64 DISKS ✷

Colossus Bridge	3.99
Colossus Chess	3.99
Colossus Mah Jong	3.99
Cool World	4.99
Die Hard 2	3.99
Doc Croc	3.99
Football Manager 2 + Exp Kit	4.99
Fruit Machine	3.99
Liverpool	10.99
New Zealand Story	2.99
Nick Faldo Champ Golf	13.99
North and South	4.99
Rampart	5.99
Scooby Doo & Scrappy Doo	3.99
Smash T.V.	4.99
Space Gun	4.99
Yogi Bear	3.99
Zam Zara	3.99

✷ C. 64 Cartridges ✷

Chase H.Q. 11	5.99
Toki	5.99
Robocop 3	5.99
Battle Command	5.99
Navy Seals	5.99
Shadow of the Beast	5.99

✷ CASSETTE ✷ COMPILATIONS

POSTMAN PAT COLLECTION 3.99
Postman Pat 1, 2 + 3
POPEYE COLLECTION 3.99
Popeye 1, 2 + 3
KIDS PACK 1 .... 5.99
Postman Pat, Popeye 3, Super Ted, Magic Rufus, Munsters, Reckless Rufus
KIDS PACK 2 .... 5.99
Fireman Sam/Count Duckula 2/Popeye/Postman Pat 2/Huxley Pig/Bangers and Mash
SMASH 16 .... 5.99
Sky High Stuntman/SAS/KGB Superspy/Super G Man Superhero/MIG 29/Guardian Angel/Ghost Hunter/Robin Hood/Poltergeist/Ninja Massacre/Arcade Flight
100% DYNAMITE 3.99
Double Dragon/Afterburner/Last Ninja 2/WEC Le Mans
SUPER FIGHTER 3.99
Final Flight/Wrestlemania/Pit Fighter
POWER UP 5.50
Altered Beast/X Out/Rainbow Islands/Chase HQ/Turrican
CHAMPIONS 2.99
5 Khan Squash/Man Utd/World Boxing Manager
CLASSIC ARCADIA 2.99
Invaders/Axiens/Muncher (Pacman)/Missile/Crazy Erbert/Grebit
10 Great Games 3.99
H.A.T.E/Sidearms/Dark Fusion/Road Runner/Footballer of the Year/Super Scramble/Street Fighter/Cosmic Causeway/Lineker's Hot Shot
THE DREAM TEAM 3.99
Simpsons/WWF/Terminator 2
SUPER HEROES 3.99
Last Ninja 2, Indiana Jones, Strider 2, James Bond
TV SHOWTIME 4.99
Bob's Full House, Blockbusters, Bullseye, Every Second Counts, Krypton Factor
WINNING TEAM 3.99
Escape from the Planet of the Robot Monsters, Cyberace, Vindicators, Klay, APB

GAMES SUBJECT TO AVAILABILITY. PLEASE NOTE - A PHONE CALL RESERVES YOUR ORDER. ORDERS £5.00 AND UNDER ADD 50P P + P
CHEQUES + POSTAL ORDERS MADE PAYABLE TO WIZARD GAMES. OVERSEAS CUSTOMERS ADD £1.00 PER ITEM P+P. PLEASE ALLOW 7 DAYS FOR DELIVERY
SEND SAE FOR FULL LISTS

C64 'vs

How good was Sonic the Hedgehog? Do console games stand up against the best that the C64 has to offer? Simon Forrester looks at everything from driving games to space shoot-'em-ups and comes up with some surprises.

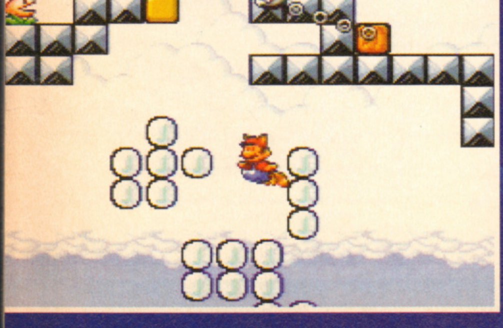
With the major, cutting edge of the software industry focussing on machines like the Sony PlayStation complete with 64 bits and a CD drive, you just can't help feeling that the situation has finally played itself out, and the consoles that were supposed to take over the world are beginning to suffer. When machines like the C64 went into decline, gods like the Apex and Electric Boys stepped in, and now we're watching the C64 enjoy its retirement with a small but solid base of dedicated fans.

The secret of this success? The C64 is a computer that can be programmed by anyone, whereas the consoles are plug-in-and-go affairs that can only be worked on by people with enough commercial backing to raise the Titanic. Strangely enough, these are exactly the same people who're either developing the next wave of CD games, or raising the Titanic.

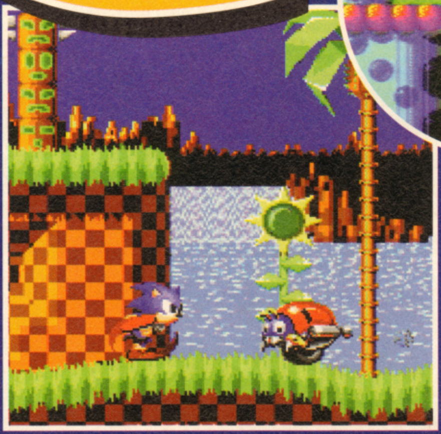
But I'm not going to feed you the 'sit at home and program line' because, though learning machine code right now would be a mind-bending experience, we all need a good blast every now and again. We love it. Even the most hardened propeller-head can lay his hands on a copy of Mayhem within five seconds (take off the propeller, and it's a bobble hat). So with the SNES and Mega Drive having seen just about all the games they're going to, we're going to find out how good they were after all. So, right now we're going to have us a little fight (you can work the rules out along the way).

CAUSING MAYHEM

The place – SpottyYoshiCasinoLand. The contenders – Mayhem, Mario and Sonic. The kings of arcade platform in a box. High noon. Black thunder rolls through the town.



The Brooklyn plumber takes to the skies in this supreme battle of the platformers.



He's blue, he's fast, and not the kind of hedgehog you'll find squashed at the side of the road.

Cue the Good, the Bad and the Ugly…

Sonics ('hem): The plumber looked worried. His incessant high-pitched jumping coupled with the jazz death gave him a nervous twitch. Sonic stood proud with several excellent tracks and some nice clanky sounds, his fingers twitching around his holsters, his presence slightly marred by the rasping 'Sega' hit on power up. Mayhem just smiled (does he do much else?) – the countless sad, dark, swirly bass-lines and happy, jangly ditties were loaded into his revolver. It all started to happen after that.

Graphics: Sonic gets a shot off first, hitting Mayhem in the right shoulder. Mario saw an opportunity to gun the both of them, though a bit unfairly.

Grab Factor: Both Sonic and Mayhem see Mario in the corners of their eyes. Sonic moves to shoot Mario, and kicks Mayhem's gun from his hand at the same time (damned fast, that hedgehog).

Staying Power: While Sonic takes his shot, Mayhem catches his gun as it spins through the air in his left hand, does a backflip, and shoots Sonic's gun out of his hand to the accompaniment of a jazz death (what – you think I'd let Mayhem die?).

The Sheriff: Neither Sonic or Mayhem died that night. Mayhem now wore the Sheriff's badge, and Sonic left town. He never came back. It took a total of 12 men to carry Mario's coffin. We can bring you violence as well, see?

Love the colour scheme, but who's going to get the sheriff's badge?

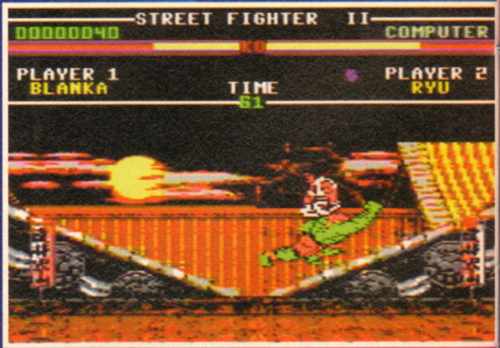
STREET FIGHTER, TOO

The plane flew across the map, laden with fighters sitting eating disgusting plastic food while their ears popped and they pensively toyed with their paper bags. Under 24 hours later, the C64 (Ken) and the Mega Drive (Guile) were standing in a US military base. The scene was set, and the instruction 'Fight' boomed out…

Sonics: Guile, always being quick off the mark with a fad, produced a scary move straight off the mark, screaming loudly as he did so. He didn't even charge it up. Wham!

Playability: As Ken jumped and ducked, blocking the whole time, Guile went for a flying kick. However, the Mega Drive's SF2 jumps being the worst of the lot, he missed completely and scored himself nothing more than a seriously grazed knee.

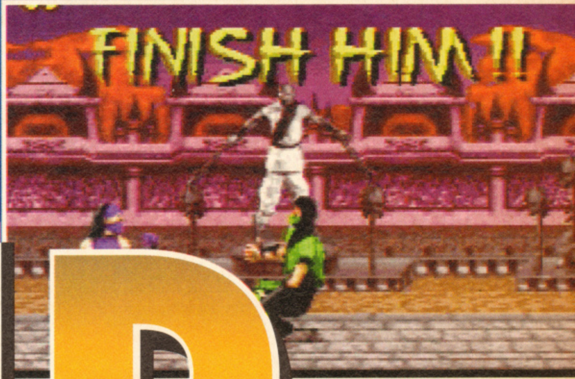
Fun Factor: Seeing his chance, Ken gave Guile a really nasty chinese burn, flicked his ears and debagged him, grinning the whole time. He finished him off with a punch that'd lay Godzilla out cold, the sunlight flashing off the Commodore logo on his back. Guile just had too damn many buttons on a badly designed pad.

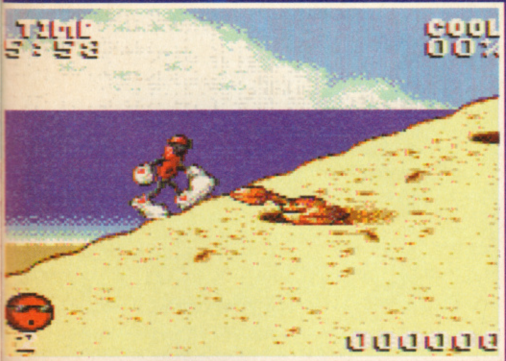


The fighters hit the streets. Nice sunset – though I don't suppose they'll have time to notice that.

THE
S'WORLD

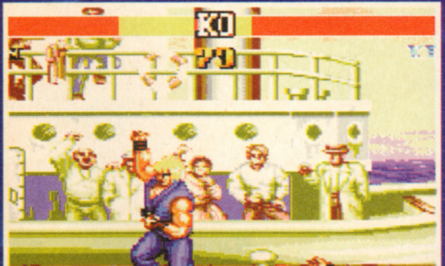
A lot of blood has already been spilled, but the crowd wants more, and an evil-sounding voice calls for the final blow.



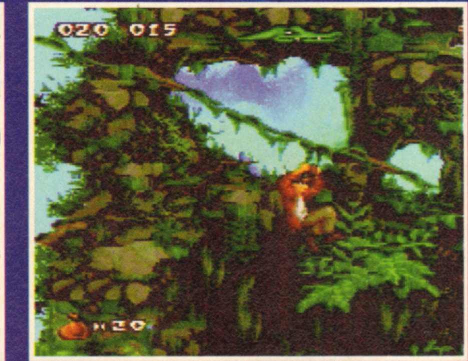


A walk on the beach will never be the same again once you've visited this particular bit of sand.

Staying Power: As Ken sat, well contented with fast, furious yet limitless action, Little Stocky Bloke wandered in from the SNES corner, where the words 'Mortal' and 'Kombat' were being bandied about. (The Mega Drive missed its chance.)
KO: Ken laid in a few punches, while pints of fake-looking blood poured from Stocky's face. Stocky made a remarkably quick recovery and, on what can only have been about one pint of the red stuff, flew across the screen at Ken, feet first. Ken went down. An evil voice screamed "finish him!", but Ken came out of his slouch with a dragon punch, while Stocky went for a death move.



Red and Blue battle it out as the crowd cheers them on – but who'll be the next in the ring?



Lots of green, leafy things – this must be the jungle. Look out for Aztecs as you go...

Double KO! The crowd goes wild. Admittedly, Stocky's four, separate pieces looked darned realistic.

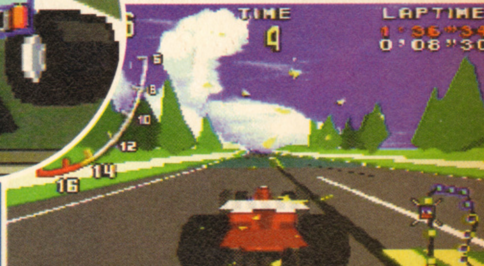
THE BATTLE FOR PLANET EARTH

Aztecs have invaded Hyde Park, and have developed a liking for 7Up. Only one man can save them. Three turn up. The first is Rick Dangerous, representing the C64 camp. The SNES corner sent their hero from Pitfall 2 – The Mayan Adventure whose name, it turns out, is Bob. Sega sent a red dot.
Variety: The first to attempt to storm the Aztec fortress (quick builders) was Cool Spot, or the red dot as he was more widely known. For a red dot, he moved pretty fast around the castle stealing everything that was vaguely collectable, while taking great pains to avoid getting in the way of any Aztecs. That's all he could really do – he's boring like that. The Aztecs were fine, but at least we had their coffee cups.
Graphics: Next, Bob entered the fortress, being used to dealing with aztecs and the like. Working in a wide range of impressive-looking acrobatic moves, Bob managed to take out the aztecs with a collection of whips and boomerangs. Flashy git. He stole the treasure, as well. In fact, he only gave up when the boss came out of, or rather towered over, the aztec fortress.
Ingenuity: In true hero style, Rick Dangerous stepped forward. The thing about Rick, you see, is that he's a pretty versatile guy. Taking two steps forward, he set off a sliding mine, fired a few laser shots, kicked a switch to set off a stronger laser beam. The bad guy bought it.
Fun factor: Keeping to a pretty impressive plot line, Rick then steals a ship, journeys through a mud mine, beats the amazon race, and blows up the bad guy's headquarters. Cool Spot, meanwhile, had a neat collection of bottle tops. Bob was too busy going through time-consuming animations involving back flips, pratt falls and acrobatic rope work to help out.

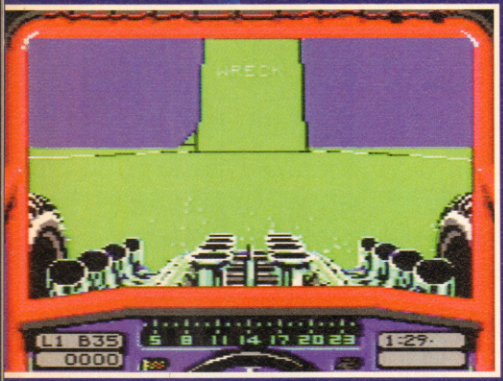
SPEED DEMONS

Tense, with barely suppressed anxiety, the engines thunder on to the tarmac, riding the sleek black rubber of three of the most finely honed, dangerous racing machines the world has to offer. Stunt Car Racer's jeep purred slowly to the C64 starting grid, while the Stunt Race FX buggy reared up behind it, purring SNES attitude. Looking like the smooth, purring piece of technology it was, the Mega Drive Virtua Racing car started accelerating, timing the crossing of the start line perfectly with the green light. The race had begun…
Fun Factor: Pushing into the lead, the Stunt Race FX buggy bounced around the track, jumping the first corner rather than turning around it. As the VR

Okay, so this car has more tyres and eyeballs than any normal car, but it scores highly on the Fun Factor.



Put your foot to the floor in one of the world's most dangerous racing machines.



Get behind the wheel, thunder on to the track and go for that chequered flag – if you dare.

mobile charged forward, it failed utterly to see the C64 hot rod pick up speed and hit a bump, flying clean over the pack. The Virtua car hit the next ramp, and nose-dived – it was only used to repetitive, flat tracks, and couldn't handle complicated things like slopes. As the back of the car caught fire, it rolled off the track, and the other two cars disappeared into the distance.

Graphics: By the time they'd arrived at the long straight, the SRFX car was in the lead. Those smooth fast polygons and excellent shading techniques somehow gave yet more power to the engine. The gap between the two racers lengthened, while the SCR buggy's engine screamed, its driver pushing his foot to the floor.

Sonics: But the efforts were in vain, as the SRFX buggy screamed past the first lap marker. One more to go. Those fabulous tunes and excellent sound effects left the C64 choking on the dust.

Playability: The second lap, and problems for the SRFX buggy. As it took vital seconds to collect the deviously placed stars, avoid a truck and pick up enough of power to give it the speed it needed, the SCR buggy careered into the top of his vision, having found a ramp and enough speed to jump the lot.

Pole Position: From the inside of the two buggies, the result was clear. Although the SRFX team had managed to produce a car that not only made some amazing jumps but looked damned good in the process, the Stunt Car was racing past, spending most of its time in the air, bouncing from one ramp to the next. It didn't stop to collect anything, just kept bouncing along, having a hell of a lot of fun. It did seventeen laps of honour taking all the time it wanted, while the SRFX buggy had to stop because it didn't get past some petty checkpoint in time. Pah, eh?

TEXT ADVENTURES

As Two-Paw the traveller left the clearing, the ground seemed to move. Soil shifted as creatures came out of burrows, while others simply dropped their camouflage. Every brand of elf you can think of was there, as well as the occasional dwarf. The trees stirred to life, awoken by the owners of bright eyes in the darkness of shadow. The air was full of the mystery of a text adventure, and all of it on the C64. To play a text adventure game, you see, you need a keyboard. Selecting the 'north' icon just doesn't cut it – sorry.

FLYING HIGH

As the day's battles drew to a close, night fell, throwing the fighters, racers, heroes and dragons into darkness. A few, bright dots could be seen against the night sky, too fast to be stars, too bright to be planes. From a high orbit around the planet Earth, the situation was clear – this whole thing had gone too far. The space battle had nearly begun. Starfox (SNES), Bernard (C64 – 3D Starstrike), and Mike (Microcosm – Mega Drive) swept slowly into the asteroid field.

Speed: When it came to dodging the asteroids, Starfox had the definite advantage. With probably the most easily manoeuvrable ship in the race, he figured he'd pretty much got the race sewn up. It'd take a miracle to stop him now.

Size: Either a miracle, or a size limit. Starfox, you see, was used to flying through five levels then going home for his tea. After half-an-hour of rock-dodging, he was getting tired. Meanwhile, Bernard, who was used to playing through entire solar systems, was just getting settled in. Five minutes later, he was in the lead.

Variety: He picked the wrong five minutes – the enemy battle cruiser was coming into view, and both ships dived into the classic, bog-standard *Star Wars* trench, with no hassles at all – Bernard was as used to this as Starfox, except for the fact that Bernard's courses were a little more varied.

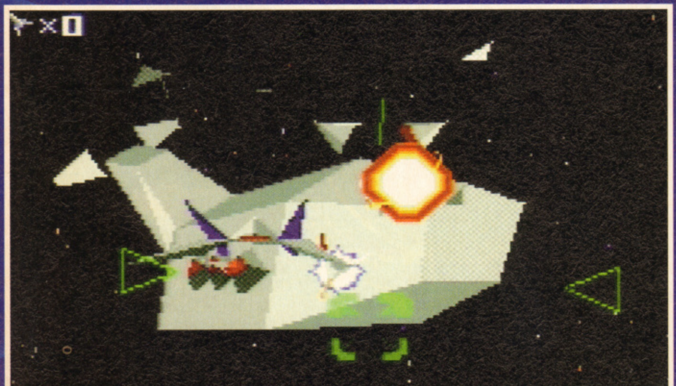
Playability: As the battle cruiser exploded, it was time to change direction, and head back to the tiny, blue orb of Earth. It was at this point that Starfox, to his abject terror, realised he couldn't turn around. Never having flown in a true 3D environment, he was used to going in straight lines, then conveniently cutting to the next scene. Starfox, smooth and fast as it was, wasn't a true 3D game.

Firepower: Wondering what happened to Mike? Well, he managed to find himself a tunnel to fly down (just a backdrop, really) and a game of space invaders to play. Starfox was never heard of again, flying helplessly into the dark infinity of space. Bernard laughed.

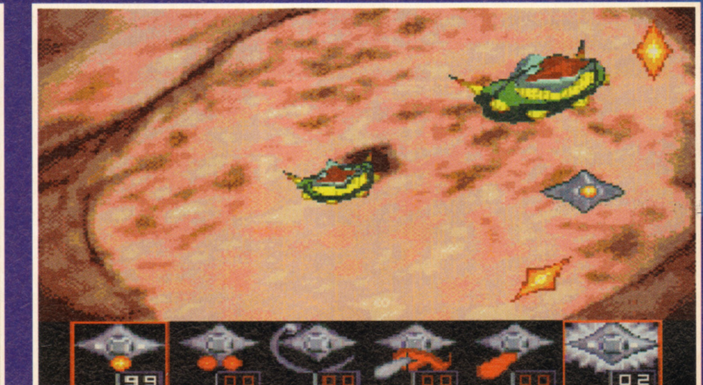
So there we have it – after a hard day's work by all concerned, we have a winner. In last place, winning no contests but coming second in one of them, was the Mega Drive team, headed by Sonic (the only member to get even a second place).

In second place, the SNES team were rejoicing. Managing to come second in all but one of the events, they were happy, though one man (or fox) down.

And finally, in pole position (yes, you guessed it) was Team 64, having won every single event. Admittedly, they won the text adventure by default (no-one else showed up), but no-one could deny it – they were superstars.



Is it a bird, is it a plane – or is it something from the set of *Star Trek*? Whatever it is, I don't like the look of those bits flying off into infinity.



As the day thankfully comes to an end, the action doesn't slow down, and you need to gear up for a fast and furious race in space.

DRIVING REIGN

Dear Techie Tips,

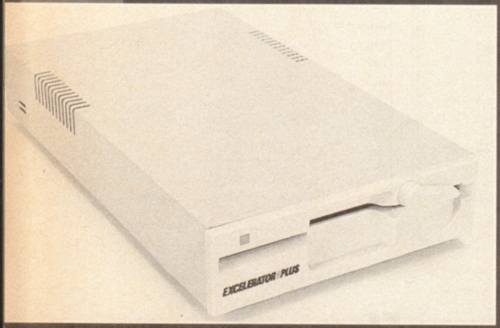
1 Could you please tell me the address and phone number of somewhere I could purchase a brand new, no-interface-needed, 5.25-inch disk drive, and how much it would cost?

2 Exactly how much faster is a disk drive than a tape deck?

3 How much does a pack of blank disks cost and where can I get hold of them?

Ben Sargeant, High Wycombe

1 The best thing to do is check out the adverts in CF and make a few phone calls to find the best price. Alternatively, try looking in Uncle Dave's Buy-A-Rama or in your local newspaper for people that are selling off second-hand ones. For a new 1541 MkII disk drive you shouldn't really be paying in excess of £150, although some places may try to wangle as much as a couple of hundred out of you. For a second-hand one it all depends on the model, but barter them down, lad!

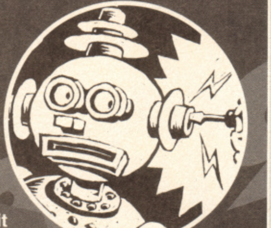


It always pays to drive a hard bargain.

2 A lot faster. For example, if you have an Action Replay installed, a 50K program can be loaded and running within five or six seconds; this is quicker than it would take a tape deck just to find the program you wanted to load! Without a fast load system installed, the drive is slower than five or six seconds, obviously, but still faster than the sluggish tapes.

3 Again, this varies a lot and depends where you go. Any computer store in the local High Street will sell boxes of disks, as will places like WH Smith. You will probably be paying around ten to fifteen pounds for a box of ten disks if you buy from a High Street store. Shop around to find the lowest price. Bear in mind that you can get 165K on to one disk; this is around the same as would fill a C60 tape if you left reasonable gaps between programs.

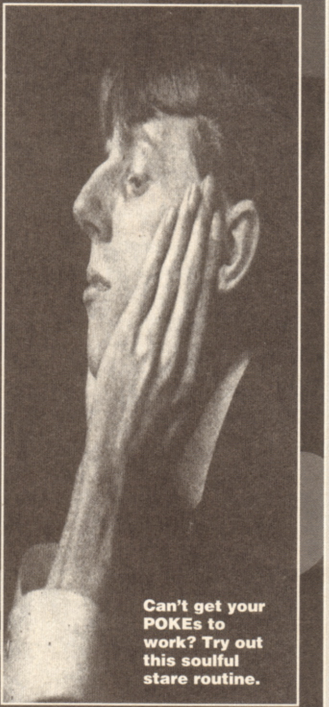
DON'T POKE FUN



Dear Techie Tips,

I have an Action Replay VI cartridge. When I enter POKEs I can't get back to my game. I load it, freeze it with the cartridge, and then press E to enter the POKE. I then press F3, but it doesn't go back to the game. Please could you give me some information on it?

D Allison, Stranraer

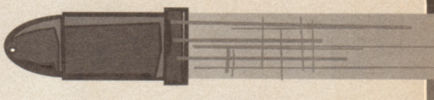


Can't get your POKEs to work? Try out this soulful stare routine.

Some games may lock up when you attempt to restart them with the cartridge, but this is quite rare. If this is what occurs when you press F3 then I'm afraid you will just have to live with it. If, however, you are not even getting back to the menu before pressing F3, you need to revise your method for entering POKEs. Make sure that, after entering the last POKE, you press the RETURN key on a line of its own. This tells the cartridge that you have finished entering POKEs. You should find that the menu comes up again and you can restart without any problems.

TECHIE QUERIES – DON'T CALL US!

If you have any technical queries about your CPC, the only person on the magazine who can help you is Jason Finch, and he can only be contacted by post as he doesn't work in the CF office. If you phone up the office there is no-one here that can help you – as much as we'd like to, we simply aren't brainy enough – and it prevents our already stretched team from getting on with the job of producing the magazine. In fact, if you phone the office, all you'll get is an answering machine that tells you the same as it says here, so there's no point wasting your phone bill. Please send all techie queries BY POST to: Techie Tips, Commodore Format, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.



QUICK SHOTS

● Can you please tell me what I need to use to connect a Commodore 4022P printer to my C64?

Kevin Staley, Chesterfield

An interface. Unfortunately, the 4022P is slightly older than I am, and I therefore don't know much about it or its connections. You could try phoning one of the technical bods at Meedmore (051 521 2202) though. They should be able to provide you with more information. You just need to tell them you need an interface for connecting the 4022P to a C64.

● I have just bought a game which requires very, very fast waggling of the joystick to reach the required power level. I just cannot reach this power level and my joystick is wrecked. Do you know of a device for beating this problem?

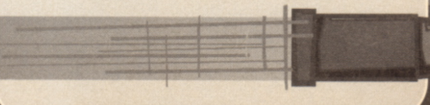
Graham Todd, Lincoln

With a fancy bit of circuitry you can make a device that makes the joystick think it is being waggled at whatever rate you like without causing damage to the stick itself. Unfortunately, I don't know if any have been made and sold. However, if you hold down the CTRL key and keep tapping D and then G, this will have exactly the same effect as waggling a joystick in port two, but you probably won't be able to get the speed anywhere near the required amount. To be honest, my advice is to stay away from games that require constant furious waggling.

● I have just bought a relatively cheap set-up to entertain, educate and, I hope, stimulate my daughter. Can I copy from, presumably, write protected tapes to disk for obvious convenience? My daughter tends to lose interest while I'm cassette loading.

Paul Campbell, Poole

If you check out the front of most CFs you will find an advert for a little red box called an Action Replay cartridge. This will prove most useful in your quest for enlightenment, but you should note that if you make copies of any software for your own use, you are supposed to trash those copies if you ever sell the originals. Yet another of those little known facts, brought to you courtesy of Techie Tips.



ADVANCED COMPUTER SUPPLIES

0850 870255 (9-5 Mon-Fri) (Mail Order Only)

UNIVERSAL BUSINESS CENTRE,
ALBRIGHT IND. EST. FERRY LANE,
RAINHAM, ESSEX RM13 9BU.

WAREHOUSE CLEARANCE LIMITED SUPPLIES ONLY
Please give at least 2 alternatives so as not to be disappointed

ANY 3 FOR £5·00

Sonic Boom	£1·99
Grand Monster Slam	£1·99
Spherical	£1·99
Galaxy Force	£1·99
Ninja Warrior	£1·99
Space Harrier II	£1·99
Circus Attractions	£1·99
Hunt for Red October	£1·99
Last Ninja 3	£1·99
Tetris	£1·99
Shoot the Rapids	£1·99
Exploding Fist	£1·99
Gryzor	£1·99
Count Ducula	£1·99
Balloon Battles	£1·99
Miami Vice	£1·99
Renegade III	£1·99
International Karate +	£1·99
Shinobi	£1·99
Rambo III	£1·99
Super Sprint	£1·99
Dragon Ninja	£1·99
Green Beret	£1·99
Crazy Cars	£1·99
W.E.C. Le Mans	£1·99
Matchday III	£1·99
Rampage	£1·99
Shaolin's Road	£1·99
Yie Ar Kung Fu	£1·99
Return of Jedi	£1·99
Target Renegade	£1·99
Kick Boxing	£1·99
Platoon	£1·99
Stallone Cobra	£1·99
The Untouchables	£1·99
The Real Ghostbusters	£1·99
Combat School	£1·99
Garfield	£1·99
Last Ninja II	£1·99
Schwarzenegger, Running Man	£1·99
Tower of Despair (Adventure)	£1·99
Supremacy (Adventure)	£1·99
Lords of Chaos (Adventure)	£1·99
Quedex	£1·99
Dragons Lair	£1·99
Dragons Lair II	£1·99
Delta	£1·99

3 FOR £2·00

Cliffhanger	99p
Spherical	99p
Arrrgh!	99p
Micromouse	99p
Rollaround	99p
Dan Dare II	99p
Dymamix	99p
Protector	99p
Mind Trap	99p
Adrian Mole	99p
10th Frame Bowling	99p
Leviathan	99p
Kick Start II	99p
Raid Over Moscow	99p
Silkworm	99p
Nexus	99p
Wild West	99p
Castles of Dr. Creep	99p

DISKS

World Cup Italia '90	99p
Garfield	99p

CARTRIDGE 2 FOR £11·00

Battle Command	£7·99
Robocop 2	£7·99
Robocop 3	£7·99
Toki	£7·99
Shadow of the Beast	£7·99
Navyseals	£7·99
Chase H.Q.	£7·99

COMPILATIONS

***Rod Pike Horror** - Frankenstein, Dracula, Werewolf*	£3·99
***Wheels of Fire** - Turbo Outrun, Chase H.Q. Hard Drivin', Power Drift*	
***Unbelievable Ultimate!** - Entombed, Blackwyche, Imhotep, Staff of Kanath*	£3·99
***Super Heroes** - Last Ninja 2, Strider II, James Bond, Spy Who Loved Me, Indiana Jones, Last Crusade*	£4·50
***Go Crazy** - Desolator, Bedlam, Bad Cat, Side Arms, Jinks, Shakled*	£4·50
***Supreme Soccer** - Football Manager, World Champions, Peter Beardsley, International Soccer, Soccer Supremo, Shilton's Handball Maradona*	£4·50
Music Construction Set	£3·99

SPECIAL OFFER

1530 Data Ssette Unit (C2N)	£10·99

JOYSTICKS

***Quickshot** Python 1m Microswitch*	£6·99
***Quickshot** Maverick 1m Microswitch*	£9·99, 2 for £17·00
***Quickshot** Turbo*	£6·99, 2 for £12·00
***Quickshot** Maverick 3+3 Six Button*	£12·99
Micro Blaster, Microswitched (Just like a Competition Pro)	£6·99, 2 for £12·00
***Konix** Speed King*	£7·99,
***Konix** Navigator*	2 for £14·00
***Ram** Delta Microswitched Autofire (Sturdy)*	£6·99, 2 for £12·00
***Quickjoy** II*	£3·99, 2 for £6·00
***Quickjoy** II Turbo Microswitch*	£5·99, 2 for £10·00
***Quickjoy** Supercharger Microswitch*	£5·99, 2 for £10·00
***Quickjoy** Superboard Microswitch (Clocktimer, Autofire, Arcade Buttons etc)*	£7·99, 2 for 14·00
***Exclusives** FI Fantastick, Autofire Budget 2 Button*	£3·99, any 2 for 7·00

P&P add £1·00 for Joysticks, 50p for Software per item, over £10·00 FREE on Software. Cheques & P.O's payable to **S.B. Smith**

FREE GAME WITH EVERY £10·00 SPENT

MEGATRONIX PD *C64 Public Domain!*

PLEASE CALL US OR SEND A BLANK DISK AND AN S.A.E FOR OUR CATALOGUE DISK, OR JUST AN S.A.E FOR OUR TAPE PD CATALOGUE!

SPECIAL OFFER...SPECIAL OFFER...SPECIAL OFFER

We have compiled ten double-sided disks from the many PD disks in our collection and are selling them for just £1.00 each!

PD GAMES ● MUSIC ● GRAPHICS ● BUSINESS
UTILITIES ● DEMOS ● DISK MAGS ● PRINTSHOP

Just send us £1 (Coin, Cheque or PO) and choose any one of the disks above! We'll send your disk(s) with a FREE Catalogue Disk!

SPECIAL OFFER...SPECIAL OFFER...SPECIAL OFFER

Please make cheques and PO's payable to 'D Kelly'! Thank you!

21 Tiled House Lane, Pensnett, Brierley Hill, W. Midlands DY5 4LG
Telephone: (0384) 77172 - For your FREE Tape/Disk Catalogue!

C64 SOFTWARE HIRE CLUB

3 Briarbank Avenue,
Nottingham
NG3 6JU

Send SAE for full details
Amiga list also available on request

Hey you! (Who me?) Yes you! Check this out...

UTOPIA PD

We at Utopia PD stock the very best Public Domain software for your C64, (Disk only I'm afraid, but we are working on tapes!)

Our software ranges from very useful utilities to Music Players to cool PD games and of course the latest and best demos!! Disks cost just £1.50 each (even double sided ones!) and each disk is packed full of finger lickin' software! WORDUP!

So if you wanna stretch your C64's capabilities a little further then squiggle an SAE with a blank disk to:

UTOPIA PD
10 Cwmaman Road, Godreaman,
Aberdare, Mid Glamorgan
CF44 6DG

BIG SAVINGS FOR EVERYONE!

AMERICAN'S SELL OFF 12,000 PD DISKS!

SHAREWARE PLUS SCOOP THE LOT BELOW NORMAL COST!

When one of the largest American PD companies decided to reduce their factory stocks Shareware PLUS made them an offer for the lot. These disks have now arrived in England and once sold will never be repeated at these incredibly low prices so hurry!

ALL TO BE SOLD IN THREE PRICE GROUPS!

Because of the huge quantity of disks, we've taken each range of public domain software from America and sorted them into three groups. So when you buy a group you'll get all the disks from that publisher. Group One has 16 Lightspeed disks, Group two has 10 Game Player disks and Group Three has 22 (yes 22!) Murray Software disks.

ALL TO CLEAR

All disks are priced to clear so we've not gone to the expense of producing a catalogue or packaging and we'll pass these savings directly on to you. Buy Group 1 & you'll get 16 disks for just £1.99 that's only 12p a disk! So order today, & bag yourself a bargain!

GROUP ONE	GROUP TWO	GROUP THREE
16 DISK GROUP	10 DISK GROUP	22 DISK GROUP
£1.99	£2.99	£4.99
12p PER DISK!	29p PER DISK!	22p PER DISK!
+50p POSTAGE	+50p POSTAGE	+50p POSTAGE

FREE CATALOGUES!

If you would like to receive our free catalogues including our latest offers & GEOS software simply send us your name and address and we'll keep you informed of the very best disk based PD & shareware for your Commodore 64 and 128 computer.

QUICK DATA DRIVE'S ONLY £8 INC POSTAGE & WAFERS £2 EACH

SHAREWARE PLUS

Smart Moves. Great Buys.

HOW TO ORDER

Simply send a cheque or Postal Order made payable to Shareware PLUS. Please add 50p per group for postage. Send your order to Shareware PLUS, 66 High Street, Pershore, Worcs WR10 1DU.

It's time for a change of pace

The video game magazine is dead. Long live THE video game magazine. Ultimate Future Games is about to bring you the future...

Incredible games
Ace entertainment
2'22"56
3236
CHECK POINT
126
0"002

PlayStation • Saturn • Ultra 64 • 3DO • Jaguar • Mega Drive 32 • Neo Geo • SNES • PC • NEC FX • Amiga CD^{32}

First issue only

95p

(normal price is £2.25)

Future Publishing
Your guarantee of value

Amazing graphics

Unstoppable power

ON SALE 1st NOV

Ultimate
Future Games